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DRAGON

A Dungeons & Dragons® Roleplaying Game Supplement

Unearthed Arcana

Gamblers' Games

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Illustration by Ryan Pancost

Gambling is a career for some people, a mania for others, and an exciting pastime for many. It can be a way to raise some much-needed gold, to settle a dispute, or to coerce someone's cooperation. Gambling happens everywhere, from military barracks to imperial palaces and from dockside alleys to exclusive clubs.

This article presents several gambling games that characters can engage in, along with advice on how to incorporate gambling encounters into the lives of your Dungeons & Dragons® characters.

Dice play is one of the most common forms of gambling, with card games a close second. Anything with an uncertain outcome is fair game: cockfights, bear-baiting, wrestling matches, archery contests, duels, battles, weather, even romance. For our purposes, we will divide gambling contests into games of chance and tests of skill.

Four of the gambling games described in this article are historical games that were popular in Western Europe during the 16th and 17th centuries, when gambling was an obsession for the upper classes. Hazard, novum, and passage are dice games, and primero is a card game. Information on these games is sketchy, so a few holes had to be filled to make the games playable.

Stakes

Most wagers are for cash, because its value is easy to judge. Anything, however, can be put up as stakes: a trained animal, a saddle and riding gear, jewelry, a fine weapon, a magic item, hostages, a treasure map, and secret information are just a few examples. The stakes must always be either something with obvious value (even if it's minimal) or something the opponent wants.

A useful guide to stakes can be found on the Magic Item Values table (*Rules Compendium*™, page 278). The sale prices of common, uncommon, and rare items equate to low, mid-range, and high stakes. The value of a gambling session should be determined by how much the participants are willing to place at risk overall, not necessarily how much they're willing to hazard on a single cast of the dice.

Games of Chance

Perhaps the purest form of gambling is betting on an event with an unpredictable, uncontrollable outcome: the flip of a coin, the toss of a die, the fall of a marble on a spinning wheel. The only skill involved is a basic understanding of probability.

In dice games, the person rolling the dice is generally called the thrower or the shooter. The wager is

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referred to as the stakes, the ante, or the pot. In card games, the deck is more commonly called the pair or the bunch.

Hazard

Hazard is an early form of the modern game of craps. It is played with two six-sided dice. The thrower is chosen (either randomly or by taking turns), and a wager is agreed on. The thrower calls out his main (a number from 5 to 9 inclusive) and then rolls the dice. If the number rolled is the main or 11, the thrower wins. If the number rolled is 2 or 3, the thrower loses; he has "nicked out." If the thrower has neither won nor nicked out, the number he threw becomes his "chance" and he continues rolling until he either wins by rolling his chance or loses by rolling his main. A wager must be agreed upon before calling out the main. It can be increased by mutual consent before every roll.

Novum

Novum is played the same as hazard, but the main is always 5 and the thrower wins if his first roll is 5 or 9.

Passage

Passage is played with three six-sided dice. Everyone agrees on the wager and places his or her stakes in plain view or in the pot (which sometimes is literally a pot). The players alternate throws. The winner is the first player to throw a combination that contains doubles and adds up to 11 or higher. For example, a throw of 3-3-5 is a winner but 4-4-2 is not. The winner claims the pot, everyone antes up again, and the game continues with the next shooter.

Escalade

Escalade is a simple gambling game that uses a full set of polyhedral dice. It can be played by any number of players, but two is the common number because the first shooter has a slight advantage. After agreeing on a wager, the first shooter throws a four-sided die. The number rolled becomes the mark. The second shooter must equal or beat the mark ("match the mark") with a six-sided die. If he does, the amount of the wager doubles and the higher number becomes the new mark. The first player must now equal or beat the mark on the throw of an eight-sided die. Each time a player matches the mark, the mark increases to the higher number, the amount of the wager doubles, and a larger die is used. The progression is d4-d6-d8-d12-d20. Once the d20 is reached, players keep rolling the same die but the mark continues to increase. The game continues until one player fails to match the mark and must pay whatever value the wager has risen to; the winner is the player who scored the highest mark. Some gamblers continue doubling the bet after each throw of the d20, while others freeze the bet at 16 times the original wager.

Primero

Primero is a card game. The bunch contains four suits of cards numbered from 1 to 7 (identical to a modern deck with all the cards higher than 7 removed and aces used as 1s).

Each player is dealt four cards that only he or she is allowed to see. Betting can occur before the deal, after each card is dealt, after all cards are dealt, or any combination of these. All players then reveal their cards, and the hands are judged. The best hand is the flush, which contains cards of all one color (not necessarily all the same suit). The next best hand is the prime, which contains one card of each suit. If there is no flush or prime, the value of the cards is tallied (see below) and the player with the highest point value wins. In the case of a tie, no one wins and the pot carries over to the next hand.

A simpler version of the game counts the cards equal to their face value: an ace is worth 1, a 2 is worth 2, and so forth. The historical version is more exciting, because the value of a hand can swing dramatically with each new card.

PRIMERO

Card	Value
1 (ace)	16 points
2	2 points
3	3 points
4	4 points
5	15 points
6	18 points
7	21 points

At the beginning of a formal game, each player of primero must declare his rest—the amount of money he has brought along and is willing to lose. If he loses all that money, he is out of the game unless someone is willing to extend him a loan or the group allows him to play on credit. Characters with little regard for formalities can waive this rule.

Tests of Skill

In the rough-and-tumble world of the D&D game, hardcore adventurers are always willing to match their strength, speed, accuracy, agility, and smarts against others. Arm and leg wrestling, archery and knife-throwing contests, rope climbing, jumping, foot races, horse races, and parkour-style chases are a few of the many physical challenges available. Displays

of magic are less common but still possible. Strategy games similar to chess and go, and games that combine strategy with luck, such as backgammon, are also played for money.

Head-to-Head Contests

Matching characters' abilities in a contest is easy to do. Each character involved makes a check using the relevant ability modifier, and the high roll wins. An arm-wrestling match, for example, could be resolved by having each character make a Strength check.

In many cases, it is better to use skills rather than basic abilities. In the arm-wrestling example, an Athletics check is preferable to a Strength check, because Athletics gives an advantage to the contestant who can supplement raw strength with an understanding of leverage, breathing, pacing, and concentration. In the same way, Acrobatics is often preferable to Dexterity in contests of balancing, Endurance is preferable to Constitution in contests of enduring pain or holding one's breath, Diplomacy is better than Charisma in a test of boasting, insults, or witty retorts, and Arcana, History, and Religion are better than Intelligence in a trivia contest.

Not all head-to-head contests need to need to be resolved with opposed die rolls. Some can be handled with a single check by the player character. The DC is determined by the opponent's level and by the DM's assessment of how difficult the test should be. For example, someone might place a wager on whether a character can snatch a snake from a basket before the snake bites the character's hand. The DM determines that the snake is a level 3 creature, and because snakes are faster than humans, the check should be against a hard DC.

Multi-skill Contests

Head-to-head contests can involve more than one skill. A foot race through an obstacle course could call for an Athletics check, an Endurance check, and an Acrobatics check, with the best two out of three winning the race. If more than two racers are involved, add all three skill check results together; the racer with the highest total finishes first.

Games of Strategy

Unlike games of chance, incorporating actual strategy games into your D&D sessions is not a good idea; they take too long to play, and player skill overshadows character skill. (Very little skill is involved in a true game of chance, so the question of player skill vis-a-vis character skill is not an issue in those situations.)

Games of strategy can be represented by a sequence of skill checks, as described above in "Multi-skill Contests," or by a skill challenge. War's day is one such example.

War's Day

War's day is a two-player strategy game in which pieces called castles, war machines, wizards, knights, rogues, and pawns move and battle across a round, checkered board. The strategy is deep and complex, and games can go on for hours.

A war's day match is resolved by making History checks, Intelligence checks, and Wisdom checks. It is played in rounds. Both players make a skill check each round. The effects of those skill checks are simultaneous.

The contest begins with the competitors sizing each other up by making Bluff checks. If a player's result equals or exceeds the opponent's passive Insight, then the opponent makes checks against moderate DCs throughout the game. If a player's result is lower than the opponent's passive Insight, then the opponent makes checks against easy DCs throughout the game.

The level of the checks is determined by the opponent's level. For example, if the opponents facing each other across a war's day board are level 12 and level 15, then the level 12 player makes checks against level 15 DCs, and vice versa.

Then the game itself begins. In the first round, both players make a History check, reflecting their knowledge of the game's well-established, age-old opening moves. In the second round, both players make Intelligence checks to establish their strategies. In the third round, both players make Wisdom checks to identify enemy weaknesses and shore up their own defenses. This sequence—History check, Intelligence check, Wisdom check—repeats until one of the players loses by accumulating three failures on these checks. If both players record their third failure in the same round, the game ends in a stalemate.

If time is a concern, treat each round in a typical war's day match as representing 10 minutes of play. Contestants can agree to play much faster, while high-stakes, high-profile games can last for days.

Leveling the Odds

Rolling a d20 in a test of skill adds a large element of chance to the outcome. This is especially true for characters at low levels, who probably have skill modifiers of +10 or lower. Such low modifiers are overshadowed by the range of numbers on the die.

If you'd like to deemphasize luck and emphasize the contestants' abilities in head-to-head contests, switch to a smaller die. At the heroic tier, a d6 or a

d8 is suitable. At the paragon tier, a d10 or a d12 is better. At the epic tier, use a d20.

This alternative works only if the contest involves opposed ability checks or skill checks. If DCs are taken from the "Difficulty Class by Level" table in the *Rules Compendium*, you need to use a d20.

Influencing the Outcome

Games of chance are based on an understanding that the outcome is random and cannot be influenced by the gamblers. That's not always the case, of course. Gamblers like to believe that they can affect fate by channeling luck, passion, or strength of will, but in the long run, all those things tend to even out.

If someone is able to skew the odds even slightly, that gambler will come out ahead in the long run. Gamblers go to great lengths to swing the odds in their favor. Honest gamblers accomplish that by perfecting their skill, honing their ability to read an opponent, and memorizing every combination of pieces and every twist of probability. Dishonest gamblers do it by cheating.

Taking the Measure of an Opponent

In a test of skill, sizing up your opponent is essential. It is so important that it has become a formalized component in war's day matches. Here are some ways to do it.

Bluff: A Bluff check might be used to persuade an opponent that . . .

- items being wagered are worth more than their real value;
- you are the weaker competitor, so that he or she will offset the wager (offer to bet more than you do), increase the amount of the wager, or handicap the contest (by giving you a head start in a race, for example);
- you are the stronger competitor, so that he or she will back down from a challenge, lower the wager, or change the terms of the bet in a way that favors you.

Insight: An Insight check might be used to determine whether an opponent is . . .

- trying to bluff you;
- cheating by secretly exchanging information with an ally or receiving telepathic or magical aid;
- crooked from the get-go, and the whole situation is a setup.

Intimidate: An Intimidate check might be used to frighten . . .

- an opponent into believing that you or your friends will attack if you lose the bet;
- onlookers into betting only on you instead of your opponent, in an effort to change the betting odds;
- judges or referees into overlooking your infractions of the rules or penalizing your opponents more harshly than they deserve.

Perception: A Perception check (or passive Perception) can be used to determine whether . . .

- onlookers in the crowd are aiding your opponent unfairly;
- random events that people are betting on actually contain patterns, indicating that they're not as random as someone would like you to believe;
- your opponent is something or someone other than what he or she appears to be.

Thievery: A Thievery check can be made to determine whether . . .

- an opponent is cheating by using sleight of hand, such as dealing from the bottom of the deck or palming tokens;
- mechanical elements of the game are rigged—perhaps a spinning wheel is unbalanced, or someone is using marked cards or loaded dice;
- items offered as part of the wager are fake, counterfeit, or worth a lot less than their owner claims.

Cheating

In theory, cheating is a simple, two-step process. First, figure out a way to influence the outcome of the game. Second, do it without anyone finding out. In practice, it's not as simple as it sounds, which is why cheaters get caught.

Many ways that gamblers can cheat are suggested above in "Taking the Measure of an Opponent." There are no universal rules for cheating, however, because every situation is different. Cheaters need to be creative, and so do you, if your character intends to cheat. Come up with a plan and explain to the DM how it works. The explanation doesn't need to be complex; "I use marked cards" might be all the detail you need to provide.

The DM can use the following guidelines to judge the situation. In every case, the DCs of the necessary skill checks are set by your opponents. The level of the check equals that of your highest-level opponent. Use the hard DC of that level if any of your opponents are professional gamblers or have training in Thievery. Use the moderate DC if any of your opponents are experienced gamblers, and the easy DC if your

ADVENTURES IN GAMBLING

A bit of gambling opens the door to many potential adventures.

- A traveler who has lost his horse and gear or his magic dagger sets an ambush to get them back.
- A gentleman who has gambled away his lady's jewelry offers to introduce characters to powerful NPCs, or betray secrets about those NPCs, in exchange for having the jewelry returned.
- A loser who can't pay his debts looks for ways to get even or asks the player characters for protection against angry gamblers looking to collect what they're owed.
- Someone who lost a fortune in a rigged game needs help recovering his property from criminals.
- Characters are approached by someone or something with a proposition that involves gambling for unusual stakes.
- Characters who find themselves in a tight spot that they can't fight their way out of—imprisoned by a powerful devil, for example—are offered the chance to gamble for their freedom.
- An NPC who notices that a character is cheating does not immediately call attention to that fact. Instead, he or she tries to blackmail the character, identifies the character as an interloper to the local gamblers, or even extends an invitation to join the local thieves' guild.

opponents are casual, inexperienced, or unusually trusting gamblers.

Sleight of Hand: Most cheating methods in games of chance boil down to sleight-of-hand tricks such as dealing from the bottom of the deck, hiding cards up your sleeve, swapping shaved dice for normal dice, or confusing someone about which of three mugs the acorn is under. Cheating in this way requires a Thievery check.

Unfair Help: In some kinds of games, a gambler can be helped by an ally among the onlookers. This type of cheating is most common among card players. With you as an active player in the card game, your friends get into positions from where they can see your opponents' cards, and they secretly pass that information to you by subtle signals. Doing this requires a successful Stealth check from each of the participants. Allies can give similar help in some types of physical contests, such as foot races, by surreptitiously tripping other contestants or placing obstacles in their paths.

Magic: Gamblers proclaim that the hottest fires in Dis are reserved for cheaters who use magic. Telepathy, scrying, and even clever use of cantrips can drastically upset the odds. Make an Arcana check to set up or to spot a magical cheating system. Most professional gamblers have training in Arcana specifically to help them spot the cheaters who try to use Arcana against them.

Benefits of Cheating

In a game of pure chance such as novum or escalade, a successful cheating attempt lets you alter one element of the game one time. For example, if you nick out on your first toss in novum by rolling snake eyes, you can change one of those dice to a 4, making your roll 5—a winner. If you are dealt three red cards and one black card in primero, you can change the black card to red and claim a winning flush.

In a contest of skill, a successful cheating attempt lets you reroll one skill check. If your reroll is 9 or lower, you can add 10 to the result.

Getting Caught

If a cheating attempt fails by 4 or less, the cheater is not exposed, but everyone involved in the game becomes suspicious. Subsequent cheating attempts have a -5 penalty on the skill check. This penalty accumulates with every failed attempt.

If a cheating attempt fails by 5 or more, someone spots exactly what the cheater is doing. In most cases, that leads to indignation, angry accusations, and a high likelihood for immediate bloodshed.

That's not always the result, however. In a high-class gambling club or casino, where rumors of cheating are bad for business, a suspected cheater might be quietly escorted into the back room to be placed under arrest. In a less tony establishment, a suspected cheater might instead be quietly escorted into the back alley to be beaten within an inch of his life.

About the Author

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Feats

Illustration by Georgi Simeonov

For all that they have in common, heroic adventurers are a diverse lot. Beyond the abilities that a character has from his or her class and basic nature, every adventurer has distinctive talents, or feats, that further set him or her apart from the common folk.

Feats are talents, knacks, or natural aptitudes, each one embodying some experience beyond what a character class provides.

A feat confers a benefit to the character who has the feat. The benefit lasts only while the character has the feat. This rule means a character loses the benefit of the feat the instant he or she discards the feat, which would most likely happen as part of retraining.

You can take a feat only once, unless the feat's description says otherwise. If a feat has prerequisites specified, you must meet those prerequisites before you can take the feat.

Feat Categories

The feats here are organized into categories based on theme. The categories represent an easy way to approach feat selection. When choosing a feat, you can start by looking at the categories that appeal to you.

Class Feature

Many classes encompass one or more subclasses to demonstrate different expressions of the class concept. Class feature feats allow you to gain or trade elements from one subclass to gain one from another subclass within the same class.

Class Feature Feats
Martial Cross-Training
Power Strike Specialization
Powerful Strike
School of Magic Apprentice
School of Magic Expert
School of Magic Master

Class Feature Feats
Scoundrel Training
Templar's Domain
Templar's Focus
Templar's Mastery
Thief's Backstab

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Divinity Clerics and some other divine characters can channel divine energy from the source to which they are pledged. Such characters can take divinity feats to expand their options when channeling this power.

To take a divinity feat, you typically need to have a channel divinity power already. Most divinity feats also require you to worship a particular god.

Divinity Feats
Armor of Bahamut
Avandra's Rescue
Corellon's Grace
Harmony of Erathis
Ioun's Poise
Kord's Favor
Melora's Tide
Moradin's Resolve
Pelor's Radiance
Raven Queen's Blessing
Sehanine's Reversal

Implement Training For those who wield magic, an implement provides a conduit for deadly power. One of the feats in this category allows you to improve your prowess with a holy symbol.

Implement Training Feats
Holy Symbol Expertise

Adventurer Feats

This section presents the feats in alphabetical order.

Armor of Bahamut [Divinity] The Platinum Dragon commands his servants to uphold the good and promote justice. Calling on Bahamut's power denies evil's triumph.

Prerequisite: Channel Divinity class feature, must worship Bahamut
Benefit: You gain the *armor of Bahamut* power.

Armor of Bahamut — Feat Utility

Bahamut protects you or a friend from devastating harm.

Encounter ✦ Channel Divinity, Divine
Immediate Interrupt **Ranged** 5
Trigger: An enemy scores a critical hit against you or an ally within 5 squares of you.
Effect: The critical hit becomes a normal hit.
Special: You can use only one channel divinity power per encounter.

Avandra's Rescue [Divinity] The goddess Avandra is the breaker of chains, the liberator, and the traveler. Channeling her power helps an ally escape danger.

Prerequisite: Channel Divinity class feature, must worship Avandra
Benefit: You gain the *Avandra's rescue* power.

Avandra's Rescue — Feat Utility

Avandra smiles upon you and helps you rescue a friend in need.

Encounter ✦ Channel Divinity, Divine
Move Action **Melee** 1
Target: One ally who is the same size as you
Effect: You and the target each shift 1 square as a free action, swapping positions.
Special: You can use only one channel divinity power per encounter.

Corellon's Grace [Divinity] An ally's extra effort awakens Corellon's presence within you, inspiring you to move with sudden speed.

Prerequisite: Channel Divinity class feature, must worship Corellon
Benefit: You gain the *Corellon's grace* power.

Corellon's Grace — Feat Utility

Corellon's grace allows you to move when others take action.

Encounter ✦ Channel Divinity, Divine
Immediate Interrupt **Personal**
Trigger: A creature within 10 squares of you spends an action point to take an extra action.
Effect: You take a move action.
Special: You can use only one channel divinity power per encounter.

Harmony of Erathis [Divinity]

Those in Erathis's service promote teamwork, unity, and order. When you channel her power, you help an ally find success in pursuing a common cause.

Prerequisite: Channel Divinity class feature, must worship Erathis
Benefit: You gain the *harmony of Erathis* power.

Harmony of Erathis — Feat Utility

Erathis brings harmony of purpose to like-minded allies.

Encounter ✦ Channel Divinity, Divine
Minor Action **Ranged** 10
Requirement: You must have at least three allies within 10 squares of you.
Target: One ally
Effect: The target gains a +2 power bonus to the first attack roll he or she makes before the start of your next turn.
Special: You can use only one channel divinity power per encounter.

Holy Symbol Expertise

Holy symbols are signs of faith and represent a god or a cause that is dear to you. Your resolve is strengthened whenever you smite a foe with your symbol.

Benefit: You gain a +1 feat bonus to implement attack rolls that you make with a holy symbol. This bonus increases to +2 at 11th level and +3 at 21st level.

When you attack an enemy with an implement attack using a holy symbol, your enemies cannot gain combat advantage against you until the start of your next turn, unless you use a power or another ability that states that you grant combat advantage.

Ioun's Poise [Divinity]

As the goddess of knowledge, Ioun instructs her followers to gird their mind with superior intellect. When you channel her power, you armor your thoughts against harmful attacks.

Prerequisite: Channel Divinity class feature, must worship Ioun
Benefit: You gain the *Ioun's poise* power.

Ioun's Poise — Feat Utility

Ioun grants strength of will to those she favors.

Encounter ✦ Channel Divinity, Divine
Minor Action **Ranged** 5
Target: You or one ally
Effect: The target gains a +5 power bonus to Will until the start of your next turn.
Special: You can use only one channel divinity power per encounter.

Kord's Favor [Divinity]

The battle god rewards those who find success on the battlefield. You can channel Kord's power to uplift an ally who displays courage and prowess in combat.

Prerequisite: Channel Divinity class feature, must worship Kord
Benefit: You gain the *Kord's favor* power.

Kord's Favor — Feat Utility

Kord favors a strong hit in combat with healing.

Encounter ✦ Channel Divinity, Divine, Healing
Free Action **Ranged** 5
Trigger: You or an ally within 5 squares of you scores a critical hit with a melee attack.
Target: The triggering character
Effect: The target can spend a healing surge.
Special: You can use only one channel divinity power per encounter.

Martial Cross-Training

Your training diversifies the ways you attack. You trade reliability for a specialized maneuver that expresses your particular fighting style.

Prerequisite: Improved Power Strike feature
Benefit: You lose one use of your *power strike* power. In exchange, you gain an encounter attack power of your choice. The power must be from your class and be of your level or lower.

Melora's Tide [Divinity]

As the tides ebb and flow, you can channel Melora's might to reverse an ally's misfortune. Injuries heal and exhaustion fades.

Prerequisite: Channel Divinity class feature, must worship Melora
Benefit: You gain the *Melora's tide* power.

Melora's Tide — Feat Utility

Melora sends a tide of healing energy to aid you or a bloodied friend.

Encounter ✦ Channel Divinity, Divine, Healing
Minor Action **Ranged** 5
Target: You or one ally (the target must be bloodied)
Effect: The target gains regeneration 2 until the end of the encounter or until he or she is no longer bloodied.
Level 11: Regeneration 4.
Level 21: Regeneration 6.
Special: You can use only one channel divinity power per encounter.

Moradin's Resolve [Divinity]

The dwarves drew inspiration from Moradin when they fought to free themselves from their giant tormentors. Channeling Moradin's power recalls their determination.

Prerequisite: Channel Divinity class feature, must worship Moradin
Benefit: You gain the *Moradin's resolve* power.

Moradin's Resolve — **Feat Utility**

Moradin's blessing puts the small on more equal footing with the large.

Encounter ✦ Channel Divinity, Divine
Minor Action **Personal**
Effect: Until the end of your next turn, you gain a +2 bonus to attack rolls against Large or larger creatures.
Special: You can use only one channel divinity power per encounter.

Pelor's Radiance [Divinity]

When you channel Pelor's power, you become a brilliant light whose rays cleanse corruption from the world.

Prerequisite: Channel Divinity class feature, must worship Pelor
Benefit: You gain the *Pelor's radiance* power.

Pelor's Radiance — **Feat Attack**

When undead creatures abound, Pelor's radiance shines to aid the faithful.

Encounter ✦ Channel Divinity, Divine, Implement, Radiant
Standard Action **Close** burst 1
Target: Each undead creature in the burst
Attack: Wisdom vs. Will
Hit: 1d10 + Wisdom modifier radiant damage, and the target is dazed until the end of your next turn.
Level 11: 2d10 + Wisdom modifier radiant damage.
Level 21: 3d10 + Wisdom modifier radiant damage.
Special: You can use only one channel divinity power per encounter.

Power Strike Specialization

By focusing on a specific weapon, you find a new way to enhance your most reliable attack.

Prerequisite: 7th level, fighter (weaponmaster), *power strike* power
Benefit: Choose one of the 7th-level Weapon Specialization options of the knight or the slayer, such as Bladed Step or Sweeping Sword. You gain that class feature.

Powerful Strike

You abandon a fighting exploit you once favored to focus on adding power to your basic attacks.

Prerequisite: Any fighter encounter attack power that has a level
Benefit: Choose one of your fighter encounter attack powers that has a level. You lose that power and gain the *power strike* power.

Raven Queen's Blessing [Divinity]

Letherna's gates yawn wide, eager to accept new souls speeding toward the Raven Queen's demesne. You learn to channel her favor when an enemy perishes.

Prerequisite: Channel Divinity class feature, must worship the Raven Queen
Benefit: You gain the *Raven Queen's blessing* power.

Raven Queen's Blessing — **Feat Utility**

The Raven Queen grants a boon to those who send the dead on their way.

Encounter ✦ Channel Divinity, Divine, Healing
Free Action **Ranged** 10
Trigger: Your attack reduces an enemy within 10 squares of you to 0 hit points.
Target: You or an ally within 5 squares of the enemy
Effect: The target can spend a healing surge.
Special: You can use only one channel divinity power per encounter.

School of Magic Apprentice

You abandon your focus on implements to delve into a school of magic's secrets.

Prerequisite: Wizard (arcanist), Arcane Implement Mastery feature
Benefit: Choose a school of magic, such as enchantment or evocation. You lose Arcane Implement Mastery and gain the Apprentice Mage benefit associated with that school.

School of Magic Expert

Your dedicated study in a particular school rewards you with more profound insights into its workings.

Prerequisite: 5th level, School of Magic Apprentice feat
Benefit: You gain the Expert Mage benefit associated with the school you chose for your School of Magic Apprentice feat.

School of Magic Master
Your chosen school's greatest secrets are yours to exploit. You master its power.

Prerequisite: 10th level, School of Magic Expert feat
Benefit: You gain the Master Mage benefit associated with the school you chose for your School of Magic Apprentice feat.

Scoundrel Training
You can never have enough dirty tricks. You learn a new technique for a special situation.

Prerequisite: Improved Backstab feature
Benefit: You lose one use of your *backstab* power. In exchange, you gain a rogue encounter attack power of your choice. The power must be your level or lower.

Sehanine's Reversal [Divinity]
Devotees of the moon goddess find ways to turn their enemies' strengths against them. When you channel her influence, you return an enemy's attack on your foe.

Prerequisite: Channel Divinity class feature, must worship Sehanine
Benefit: You gain the *Sehanine's reversal* power.

Sehanine's Reversal — **Feat Utility**

Sehanine's blessing turns the powers of your enemies against them.

Encounter ✦ Channel Divinity, Divine
No Action **Ranged** 5
Trigger: You roll a natural 20 on a saving throw against an effect that a save can end.
Target: One enemy
Effect: The target suffers the effect (save ends).
Special: You can use only one channel divinity power per encounter.

Templar's Domain
You focus your faith on your god's domains, to influence the divine magic you wield.

Prerequisite: Cleric (templar), Healer's Lore feature
Benefit: Choose a divine domain that has a 1st-level domain feature associated with it, such as the storm or the sun domain of the warpriest. You lose Healer's Lore and gain that 1st-level domain feature. If the feature grants powers, you don't gain them.

Templar's Focus
Further focus on your deity's domain reaffirms your commitment to your god and his or her interests. You expand upon the power your domain provides.

Prerequisite: 5th level, Templar's Domain feat
Benefit: You gain the 5th-level domain feature associated with the domain you chose for your Templar's Domain feat.

Templar's Mastery
Dedication to your chosen domain helps you more fully master its power and realize its benefits in greater ways.

Prerequisite: 10th level, Templar's Focus feat
Benefit: You gain the 10th-level domain feature associated with the domain you chose for your Templar's Domain feat.

Thief's Backstab
You abandon a specialized maneuver to instead develop a vicious attack to bring down your foe quickly. A knife in the back can solve almost any problem.

Prerequisite: Any rogue encounter attack power that has a level
Benefit: Choose one of your rogue encounter attack powers that has a level. You lose that power and gain the *backstab* power.

Addendum:

Updates in Brief

Avandra's Rescue: The power now specifies that the shift is a free action.
Pelor's Radiance: The burst no longer grows with the level, the damage has been reduced, and the target is dazed, not stunned.

Fighter

Illustrations by William O'Connor, Matt Cavotta and Zoltan Boros & Gabor Szikszai

Why This Is the Class for You: You like playing a character who can stand up to attacks and give back what you get.

Fighters are among the world's greatest warriors, having earned their status through hours upon hours of training and perfecting their fighting techniques. In battle, fighters hold the front line by slashing and striking in all directions, deflecting blows with shield or armor, and bashing anyone who dares take their focus from them. Fighters might be mercenaries, chasing after gold, thrill-seekers craving glory, nobles fighting for duty or honor, or brawlers throwing themselves into battle to experience the joy of combat.

Determination forms the core of nearly all fighters. It is what pushes them to hone their combat styles, what lets them endure the scrapes and bruises from sparring and actual fighting. Many fighters develop a distinctive style to set them apart from their peers. Sometimes these styles have roots in established traditions, while others grow organically from a variety of methods picked up during their travels.

Fighters are indispensable members of any community in which they are found. They rally the people and make a stand against the terrors stumbling out from the darkness on all sides. Some heroes rise from the ranks of common warriors, having the right mix of grit and courage to rise above the ordinary. Others have studied under masters, learning complex techniques they can bring to bear with great success. Once a fighter gets a taste of combat, adventure's call is too seductive to resist, and many set out to bring the battle to foes in the field.

The knight, the slayer, and the weaponmaster are three types of fighters. The knight and the slayer appear in *Heroes of the Fallen Lands*. The weaponmaster first appeared in the *Player's Handbook* as the fighter.

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Weaponmaster

Martial Defender: Tough and resilient, you use tactical cunning and battle prowess to contain the enemy and protect your allies.
Key Abilities: Strength; Dexterity, Wisdom, or Constitution

Into the blackest pits beneath the mountains, bent on vengeance and glory, goes the weaponmaster. These warriors form the iron core of any legion. They crash into the teeth of enemy forces, armed with cold steel and grim purpose. They are the mercenaries loitering in taverns between expeditions, the guards who cast a watchful eye over their charges, the dedicated students who elevate fighting styles to lethal arts. The weaponmaster is a fearless warrior, ready to meet any challenge.

Weaponmasters can be found just about anywhere and among any sort of people. A few are gallant warriors fighting for noble causes, while others are calculating mercenaries who draw their weapons only when the pay is right. All weaponmasters, however, are adventurers, ready to face any challenge, to go where glory, plunder, or honor leads them.

Specialized combat maneuvers, or exploits, combined with a dedicated focus on a fighting style set weaponmasters apart from other fighters. A weaponmaster can slam his or her weapon through one enemy to crunch into another or carve a bloody path through enemies in a whirlwind of destruction. Weapons are crucial too, since weaponmasters know how to coax every advantage they can from their tools, and those who use axes fight differently from those who favor heavy blades.

Compared to a knight or a slayer, a weaponmaster focuses on a broader variety of tactics and combat styles. While a knight or a slayer has fairly predictable, though still formidable, abilities, each weaponmaster cultivates a unique blend of specific maneuvers and abilities.

Weaponmasters develop their combat prowess in many different ways. Most have some elementary training to expose them to different weapons and armor. These trainees are often squires, militia, students, and soldiers. Once they're cut free, they grow their ability through practice and observation. Each battle proves instructive, giving the weaponmaster new insights that might develop into full-blown techniques.

Weaponmaster Traits

Hit Points: You start with hit points equal to 15 + your Constitution score. You gain 6 hit points each time you gain a level.

Bonus to Defenses: +2 to Fortitude

Healing Surges per Day: 9 + your Constitution modifier

Armor Proficiencies: Cloth, leather, hide, chainmail, scale; light shield, heavy shield

Weapon Proficiencies: Simple melee, military melee, simple ranged, military ranged

Class Skills: Athletics (Str), Endurance (Con), Heal (Wis), Intimidate (Cha), Streetwise (Cha)

Trained Skills: Three from the list of class skills

Creating a Weaponmaster

This section walks you through the steps of creating a weaponmaster. As you make choices at each step, consider how those choices relate to your character's personality, backstory, and goals.

Consult the three class tables, one for each tier of play, for a summary of what you gain as you advance in level.

Race

Choose your race. Dwarf, half-orc, and human are strong choices for a weaponmaster.

Dwarf Tough, strong, and wise, dwarves are equal to any training demands that becoming a weaponmaster might entail. Many dwarf weaponmasters give their lives to protect clan and treasure. They form the last line of defense against orc and goblin hordes, standing fast when others might flee. Dwarf weaponmasters favor axes and hammers.

Clan and duty are most important to dwarf weaponmasters. In upholding their people's traditions, most venerate Moradin.

Half-Orc Few adventurers are as fearsome as half-orc weaponmasters. Possessing both speed and strength, they leap into the fray, calling upon the fury in their hearts to rip through enemy ranks. Many half-orc weaponmasters favor heavy blades and develop wild and unconventional fighting styles.

Most half-orc weaponmasters worship Kord, invoking the god's name to inspire strength and fury. Those who fight for nobler causes might also honor Avandra and Bahamut.

Human Weaponmaster training often requires a student to be versatile, adapting to changing conditions to meet any challenge head-on. Humans have proven again and again their resilience and ability to make any situation work. As a human weaponmaster, you might be a seasoned veteran who learned your trade through trial and error. Or, you could be a noble fallen on hard times and fighting to reclaim your stolen birthright.

Human weaponmasters who have noble intentions favor Bahamut. Less disciplined weaponmasters tend to follow Kord or Melora.

Ability Scores

Determine your ability scores. All weaponmasters need Strength, so it should be your highest score. If you see yourself wielding a two-handed weapon, consider making Constitution your second-highest ability score, since it toughens you up to absorb the hits a shield would otherwise deflect. Shield-using fighters or those wielding heavy blades or spears ought to make Dexterity their second-highest score. Finally, don't neglect Wisdom. It's useful for spotting hidden enemies, and it improves your accuracy for opportunity attacks.

You increase two ability scores of your choice by 1 each when you reach certain levels: 4th, 8th, 14th, 18th, 24th, and 28th. In addition, all your ability scores increase by 1 at 11th and 21st levels.

When fleshing out your character, consider what your other ability scores might mean. If you have a high Intelligence, you might have once served as a commander for a militia or a mercenary company. A high Charisma points to a similar origin, or perhaps paints you as a wandering hero who brings hope and inspiration to others. A good Wisdom makes sense for a fighter who is cautious and thoughtful, perhaps a warrior who takes a Zen-like approach to the art of fighting.

Skills

At 1st level, you choose three trained skills from the following list of class skills: Athletics, Endurance, Heal, Intimidate, and Streetwise.

Athletics and Endurance are optimal choices, since they reflect your inherent toughness and help you navigate the battlefield. Some fighters have experience in patching up fallen comrades, so Heal might be a good choice too. Consider Streetwise or Intimidate if you want to be connected or threatening.

Class Features and Powers

Note which class features and powers you gain at 1st level, as specified on the Weaponmaster Heroic Tier table.

When selecting powers, use your choice for Fighter Weapon Talent as a guide. If you chose one-handed weapons, *sure strike* gives you a strong accuracy boost, while *tide of iron* lets you put your shield to good use. Choosing *covering attack* for your encounter power reinforces your role as protector, while *comeback strike* lets you shake off damage and keep fighting when you must.

Wielding a two-handed weapon suggests you favor offense over defense, so choose powers that help you deal damage. For at-will powers, consider both *cleave* and *reaping strike* to boost your damage. *Spinning sweep* is a good choice for your encounter power, since it also boosts your allies' accuracy for a time. Finally, look to *brute strike* for your high-damage option.

Feats

Choose one feat at 1st level. You gain an additional feat at every even-numbered level, plus a feat at 11th and 21st levels.

A dragonborn fighter in scale armor

Heroes of the Fallen Lands and *Heroes of the Forgotten Kingdoms* introduce the concept of feat categories to associate similar feats into groups, making the selection process easier. Your job is to hit hard and protect your allies, so your feat choices ought to reinforce your tactics. Feats in the weapon training category can help you take advantage of your weapon choice, reflecting extensive training with that weapon. Armor training feats can open up plate armor or help offset any penalties from wearing heavy armor. Also, the feats in the enduring stamina category can help describe your natural resilience or underscore just how tough you really are.

Equipment

You have proficiency with the following types of armor: cloth, leather, hide, chainmail, and scale. You can also use light shields and heavy shields. You have proficiency with the following weapon types: simple melee, military melee, simple ranged, and military ranged.

You have 100 gp with which you can purchase equipment. Since you are a frontline warrior, invest in the best armor you can afford. If you favor defense, consider purchasing a one-handed weapon such as a longsword or a battleaxe plus a heavy shield. Otherwise, a two-handed weapon adds punch to your attacks.

WEAPON OPTIONS

The extensive weapon training of your fighter gives you many options when choosing his or her weapons. The most common fighter weapons are presented in *Heroes of the Fallen Lands*. In addition to those weapons, consider these two options.

MILITARY MELEE WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Prop.	Group
Flail	+2	1d10	—	10 gp	5 lb.	V	Flail
War pick	+2	1d8	—	15 gp	6 lb.	HC, V	Pick

Defenses and Hit Points

Calculate your defenses using your ability modifiers and the bonus for your character's armor and shield. In addition, you gain a +2 bonus to Fortitude.

You start with hit points equal to 15 + your Constitution score. You gain 6 hit points each time you gain a level. You have a number of healing surges per day equal to 9 + your Constitution modifier.

Alignment and Final Details

At this point, you should have all the mechanical details of your character determined. There are a few more decisions to make.

Pick an alignment, which represents a basic outlook on the world that helps shape how your character acts. Do you fight to protect the innocent or for some other noble cause? You're probably lawful good or good. If you chase glory, gold, or vengeance, you are likely unaligned.

Finally check with your DM to see where you are from in the campaign setting, the people you already know, and what your current situation is. It also helps to spend a few minutes working out how or if you know the other player characters.

Heroic Weaponmaster

At the heroic tier's beginning, you have mastered a few forms and maneuvers. As you progress, you discover new methods to help shape your unique fighting style.

WEAPONMASTER HEROIC TIER

Total XP	Level	Feats Known	Class Features and Powers
0	1	1	Combat Challenge Combat Superiority Fighter Weapon Talent At-will powers Encounter power Daily power
1,000	2	+1	Utility power
2,250	3	—	Encounter power
3,750	4	+1	Ability score increase
5,500	5	—	Daily power
7,500	6	+1	Utility power
10,000	7	—	Encounter power
13,000	8	+1	Ability score increase
16,500	9	—	Daily power
20,500	10	+1	Utility power

Level 1: Combat Challenge

You are a weaponmaster, a warrior who commands the battlefield through prowess and unwavering resolve. Each attack demonstrates your talent and the danger you pose if an enemy ignores you. Whenever an enemy tries to disengage or attack someone else, your swift strike demonstrates why doing that was a terrible mistake.

Benefit: Every time you attack an enemy, you can choose to mark that enemy, whether the attack hits or misses. The mark lasts until the end of your next turn.

In addition, whenever an enemy marked by you is adjacent to you and shifts or makes an attack that does not include you as a target, you can make a melee basic attack against that enemy as an immediate interrupt.

Level 1: Combat Superiority

You have highly developed combat instincts, born from experience in battle and excellence at arms. You can take any opening your opponent gives you, striking with speed and precision. Those struck realize their error and turn to face you, almost without fail.

Benefit: You gain a bonus to the attack rolls of opportunity attacks. The bonus equals your Wisdom modifier.

An enemy hit by your opportunity attack stops moving, if a move provoked the attack. If the enemy still has actions remaining, it can use them to resume moving.

Level 1: Fighter Weapon Talent

All fighters are adept with weapons, from blades to hammers, axes to spears, and everything in between. You focus your training on your preferred combat technique. You might favor the defensive benefits from weapons and shield, or you might opt for the raw power of a two-handed weapon.

Benefit: Choose either one-handed or two-handed weapons. When using a weapon of your chosen style, you gain a +1 bonus to weapon attack rolls.

Level 1: At-Will Powers

Weaponmasters demonstrate their preferred fighting styles through the modifications they make to standard strikes, jabs, and feints. At 1st level, you develop two exploits you can rely on in any fight you find yourself.

Benefit: You gain two 1st-level fighter at-will attack powers of your choice.

Cleave

When faced with great numbers, such as when you're fighting goblins, kobolds, and other lesser creatures, it's often best to sweep them aside with your mighty strikes. *Cleave* lets you bash through one enemy and sink your weapon into another.

Cleave — **Fighter Attack 1**

You hit one enemy, then cleave into another.

At-Will ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage, and an enemy adjacent to you other than the target takes damage equal to your Strength modifier.
Level 21: 2[W] + Strength modifier damage.

Reaping Strike

You demonstrate your battle prowess through the feints and jabs you make to keep an enemy guessing. When you can ill afford to waste an attack, *reaping strike* is the answer. Even as the enemy evades your most powerful attack, it does not emerge unscathed.

Reaping Strike — **Fighter Attack 1**

You punctuate your scything attacks with wicked jabs and small cutting blows that slip through your enemy's defenses.

At-Will ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.
Level 21: 2[W] + Strength modifier damage.
Miss: Half Strength modifier damage. If you're wielding a two-handed weapon, you deal damage equal to your Strength modifier.

Sure Strike At times, hitting an enemy is more important than any other consideration. *Sure strike* might not let you hit a foe in a vital area, but sometimes a hit is all it takes to eliminate an enemy. This power is best used when you have help from a striker, since you can usually finish off an enemy that was put in mortal danger by the initial attack.

Sure Strike — Fighter Attack 1

You trade power for precision.

At-Will ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength + 2 vs. AC
Hit: 1[W] damage.
Level 21: 2[W] damage.

Tide of Iron Favored by shield-using weaponmasters, *tide of iron* lets you employ your shield as a battering ram. After striking with your weapon, you can use your shield to drive the enemy back and follow after it. This exploit is best used to repel enemies that are determined to engage your allies.

Tide of Iron — Fighter Attack 1

After each swing, you use your shield to shove your foe backward, and then you surge ahead.

At-Will ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be using a shield.
Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage, and you can push the target 1 square if it is no larger than one size category larger than you. You can then shift 1 square into the space that the target left.
Level 21: 2[W] + Strength modifier damage.

Level 1: Encounter Power

The more complicated the exploit, the fewer the opportunities you have to use it. As part of your initial training, you master a challenging attack that you can bring to bear only once in any battle.

Benefit: You gain a 1st-level fighter encounter attack power of your choice.

Covering Attack Although you work to prevent it, enemies manage to get around you from time to time. *Covering attack* is useful for creating an opportunity for an ally to escape an enemy's clutches. If such a need reveals itself, you can launch into a terrifying assault to wrench your foe's attention away from your companion and place it on you where it belongs.

Covering Attack — Fighter Attack 1

You launch a ferocious attack at your enemy, allowing one of your allies to safely retreat from it.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and an ally of yours adjacent to the target can shift up to 2 squares as a free action.

Passing Attack Weaponmasters who prefer two-handed weapons learn to take advantage of their weight. A swing with such a heavy weapon can carry you forward to bring your weapon against a different enemy. Since the second attack depends on striking with the first, *passing attack* is best started against a brute or a lightly armored enemy, especially when you are trying to reach a different enemy your foe is protecting.

Passing Attack — Fighter Attack 1

You strike at one foe, allowing your momentum to carry you forward into a second strike against another enemy.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Primary Target: One creature
Primary Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage, and you can shift 1 square. Make the secondary attack.

Secondary Attack
Secondary Target: One creature other than the primary target
Attack: Strength + 2 vs. AC
Hit: 1[W] + Strength modifier damage.

Spinning Sweep

Many assume a fighter's strength comes from his or her weapon and realize too late that the fighter's entire body is his or her arsenal. *Spinning sweep* is a complex exploit designed to put a mobile foe on the ground, where you and your allies can strike it more easily. You achieve this by combining a weapon strike with a hooking motion from your leg.

Spinning Sweep — **Fighter Attack 1**

You spin beneath your enemy's guard with a slashing strike, and then sweep your leg through your foe an instant later, knocking it to the ground.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage, and you knock the target prone.

Steel Serpent Strike

Taking its name from the posture you adopt and the strike's intended location, *steel serpent strike* begins when you rear back, weapon pointing downward, before springing forward with the speed of a snake to wound an enemy's leg or similar appendage. This exploit is useful when you need to keep an enemy in place while you pull back or pursue a different enemy.

Steel Serpent Strike — **Fighter Attack 1**

You lash out with the speed of a striking serpent, hitting your foe in a vulnerable area that hinders its movement.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and the target is slowed and cannot shift until the end of your next turn.

Level 1: Daily Power

The deadliest techniques you master require timing, opportunity, and willpower. The moments when all three conditions are right don't appear more than once in a day.

Benefit: You gain a 1st-level fighter daily attack power of your choice.

Brute Strike

You draw on all your fury and all your training to deliver a punishing attack to an enemy. This fury does not abate until your weapon smashes through your enemy.

Brute Strike — **Fighter Attack 1**

You deliver a powerful blow that rends flesh and shatters bone.

Daily ✦ Martial, Reliable, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage.

Comeback Strike

When you hit using *comeback strike*, you feel your confidence surge and your pains fade. A missed opportunity does not demoralize you, but rather firms your resolve that you will destroy your chosen foe when you strike again.

Comeback Strike — **Fighter Attack 1**

A timely strike against a hated foe invigorates you, giving you the strength and resolve to fight on.

Daily ✦ Healing, Martial, Reliable, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and you can spend a healing surge.

Villain's Menace It doesn't take long for a weaponmaster to identify the biggest threats on the battlefield. When you spot an enemy deserving of your attention, you identify its weaknesses. *Villain's menace* helps you focus your strikes where they can be most effective against a challenging opponent.

Villain's Menace — Fighter Attack 1

Choosing a worthy foe, you wound it with a strong initial attack, and then continue to harry it for the rest of the battle.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and you gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls against the target until the end of the encounter.
Miss: You gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls against the target until the end of the encounter.

Level 2: Utility Power

With an eye on improving your combat capabilities, you develop new ways to protect yourself and your allies against attacks.

Benefit: You gain a 2nd-level fighter utility power of your choice.

Boundless Endurance You can call upon your vast reserves to help shrug off the injuries that would fell a lesser warrior. Since *boundless endurance* kicks off only when you are bloodied, you can save this exploit for when you first become bloodied in an encounter.

Boundless Endurance — Fighter Utility 2

You shake off the worst of your wounds.

Daily ✦ Healing, Martial, Stance
Minor Action **Personal**
Effect: You assume the boundless endurance stance. Until the stance ends, you have regeneration while you are bloodied. The regeneration equals 2 + your Constitution modifier.

Get Over Here Your experience lets you see things not everyone else might see. You keep a wary eye on your charges to anticipate dangers before they become disasters. When an enemy engages a nearby ally, you can use *get over here* to pull your companion behind you.

Get Over Here — Fighter Utility 2

You pull one of your allies into a more advantageous position.

Encounter ✦ Martial
Move Action **Melee** 1
Target: One ally
Effect: You slide the target up to 2 squares to a square adjacent to you.

No Opening Few enemies can get the jump on a weaponmaster. *No opening* provides an added layer of protection when enemies would strike from hidden positions or attack you from either side. An enemy might think it has an edge, but your defensive maneuver reveals the flaw in its plan.

No Opening — Fighter Utility 2

You raise your weapon or shield to block an opening in your defenses.

Encounter ✦ Martial
Immediate Interrupt **Personal**
Trigger: An enemy attacks you and has combat advantage against you.
Effect: You don't grant combat advantage for the attack.

Unstoppable There's no place like the battlefield. Where weapons clash and spells explode, you are at home, feeling a thrill when you leap into the fray. *Unstoppable* lets your enthusiasm shield you from harm, if but for a while. It is often best used when you are bloodied to give you time until a leader can attend to your injuries.

Unstoppable — Fighter Utility 2

You let your adrenaline surge carry you through the battle.

Daily ✦ Martial
Minor Action **Personal**
Effect: You gain temporary hit points equal to 2d6 + your Constitution modifier.

Level 3: Encounter Power

During your initial adventures, you have observed different fighting styles. You practice them, master them, and eventually improve on them.

Benefit: You gain a new fighter encounter attack power of your level or lower.

Armor-Piercing Thrust

Every warrior has a weakness. The trick is not just identifying it, but exploiting it. *Armor-piercing thrust* lets you capitalize on such an opportunity by slipping your weapon through your enemy's defenses. This exploit is easier to pull off with certain weapons, and those who fight with light blades and spears can move fast enough to strike with exceptional accuracy and precision.

Armor-Piercing Thrust — **Fighter Attack 3**

You drive your weapon through a weak point in your foe's defenses.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. Reflex
Weapon: If you're wielding a light blade or a spear, you gain a bonus to the attack roll equal to your Dexterity modifier.
Hit: 1[W] + Strength modifier damage.
Weapon: If you're wielding a light blade or a spear, you gain a bonus to the damage roll equal to your Dexterity modifier.

Crushing Blow

Where certain exploits require finesse and technical expertise, others rely on brute strength. *Crushing blow* is such a power. Favored by dwarf weaponmasters, this attack lets you put your full weight behind the strike to destroy anything in its path.

Crushing Blow — **Fighter Attack 3**

Taking a full swing, you deliver a brutal blow to your foe.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Weapon: If you're wielding an axe, a hammer, or a mace, you gain a bonus to the damage roll equal to your Constitution modifier.

Dance of Steel

When you perform *dance of steel*, you whip your weapon about you, to confuse your opponent until it can't anticipate where the attack will fall. With most weapons, this technique is effective in delivering damage. However, its true capabilities aren't realized until you pair the attack with a polearm or a heavy blade. The spectacle is such that your enemy dare not move.

Dance of Steel — **Fighter Attack 3**

Testing your enemy's defenses as you weave your weapon in and out, you lash out with a sudden attack that leaves your foe in pain.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Weapon: If you're wielding a polearm or a heavy blade, the target is immobilized until the end of your next turn.

Precise Strike

Although you are not likely to strike a vital area with *precise strike*, you are almost certain to land a hit. This power is a great way to dispatch an enemy standing at death's door. Dropping it prevents the enemy from getting another chance to damage you or your allies.

Precise Strike — **Fighter Attack 3**

You trade damage for accuracy to make sure you land an attack on your opponent.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength + 4 vs. AC
Hit: 1[W] + Strength modifier damage.

Rain of Blows

You know when to press forward and when to pull back. *Rain of blows* makes use of quick strikes, giving you more opportunities to hit the enemy. If you're wielding a faster weapon, such as a light blade or a spear, and you are quick enough, you can follow up with another attack against the same enemy or a different one.

Rain of Blows — Fighter Attack 3

You become a blur of motion, raining a series of blows upon your opponent.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC. Make the attack twice against the target.
Hit: 1[W] damage.
Weapon: If you're wielding a flail, a light blade, or a spear and have Dexterity 15 or higher, make the attack a third time against either the target or a different creature.

Sweeping Blow

This exploit lets you call upon your strength to sweep your weapon about you in one terrible strike. As with many weaponmaster powers, you will find greater success with certain weapons such as axes and heavy blades. To get the most from *sweeping blow* use it after you take the battlefield's center, from where you can reach several targets at once.

Sweeping Blow — Fighter Attack 3

Seeing your enemies press in, you swing your weapon in a wide arc, striking many of your foes at once.

Encounter ✦ Martial, Weapon
Standard Action **Close** burst 1
Target: Each enemy you can see in the burst
Attack: Strength vs. AC
Weapon: If you're wielding an axe, a flail, a heavy blade, or a pick, you gain a bonus to the attack roll equal to one-half your Strength modifier.
Hit: 1[W] + Strength modifier damage.

Level 4: Ability Score Increase

Your constant training hones your body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 5: Daily Power

Your dedication to self-improvement pays off when you add another complex exploit to your arsenal.

Benefit: You gain a new fighter daily attack power of your level or lower.

Crack the Shell

Enemies who think they have an advantage from heavy armor quickly learn their error when you hit them with *crack the shell*. You know just where to strike to damage armor or to pierce natural protection and deliver a terrible wound.

Crack the Shell — Fighter Attack 5

Seeing an opportunity, you strike your foe hard and fast, delivering a painful bleeding wound that hampers its defenses.

Daily ✦ Martial, Reliable, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and the target takes ongoing 5 damage and a –2 penalty to AC (save ends both).

Dizzying Blow

A forceful strike to the head makes your enemy momentarily staggered and unable to move. *Dizzying blow* is a good way to keep an enemy where it is while you turn to face other foes.

Dizzying Blow — Fighter Attack 5

You crack your foe upside the head.

Daily ✦ Martial, Reliable, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and the target is immobilized (save ends).

Rain of Steel

When you drop into the *rain of steel* stance, you and your weapon become one. Instinct guides your attacks, sending your weapon slamming into any creature that dares approach you. So long as you retain your wits, you can carve a path through the enemy.

Rain of Steel — Fighter Attack 5

You constantly swing your weapon about, slashing and cutting into nearby enemies.

Daily ✦ Martial, Stance, Weapon
Minor Action **Personal**
Effect: You assume the rain of steel stance. Until the stance ends, any enemy that starts its turn adjacent to you takes 1[W] damage, but only if you're able to make opportunity attacks.

Level 6: Utility Power

Each battle is a revelation, an awakening to new tactics and possibilities. You develop new ways to react to dangers in combat.

Benefit: You gain a new fighter utility power of your level or lower.

Battle Awareness

Haste is sometimes crucial to establishing a battle line. *Battle awareness* helps you recognize when the time is right to spring into combat and lets you move to the forefront of the action.

Battle Awareness — **Fighter Utility 6**

You can sense danger before the threat is fully realized.

Daily ✦ Martial
No Action **Personal**
Trigger: You roll initiative and dislike the result.
Effect: You gain a +10 bonus to your initiative check.

Defensive Training

Exposure to attacks both mundane and magical has honed your combat talents, giving you the ability to shore up your defenses against an enemy's attacks.

Defensive Training — **Fighter Utility 6**

With a soldier's discipline, you fend off attacks that would overcome a lesser person.

Daily ✦ Martial, Stance
Minor Action **Personal**
Effect: You assume the defensive training stance. Until the stance ends, you gain a +2 power bonus to Fortitude, Reflex, and Will.

Unbreakable

A fighter's life is defined by punishment. Your enemies train their attacks on you, subjecting you to a wide variety of injuries. You learn how to control your pain, to bury it, and thus overcome the worst your enemies can do.

Unbreakable — **Fighter Utility 6**

You steel yourself against a brutal attack.

Encounter ✦ Martial
Immediate Reaction **Personal**
Trigger: You are hit and damaged by an attack.
Effect: The damage against you is reduced by 5 + your Constitution modifier.

Level 7: Encounter Power

You learn how to create opportunities to use your more complex attacks and can dazzle enemies with your expert strikes.

Benefit: You gain a new fighter encounter attack power of your level or lower.

Come and Get It

You have learned how to lure your enemies to face you. You might use an improbable boast or a filthy insult. Maybe it's just a gesture. No matter what technique you use, enemies subject to *come and get it* rush forward. This proves their undoing, for you greet them with a decisive strike. Be mindful of how much damage you can take before using this power. Draw too many enemies, and you might find yourself overwhelmed.

Come and Get It — **Fighter Attack 7**

You brandish your weapon and call out to your foes, luring them close through their overconfidence, and then deliver a spinning strike against them all.

Encounter ✦ Martial, Weapon
Standard Action **Close** burst 3
Target: Each enemy you can see in the burst
Attack: Strength vs. Will
Hit: You pull the target up to 2 squares, but only if it can end the pull adjacent to you. If the target is adjacent to you after the pull, it takes 1[W] damage.

Griffon's Wrath

The deadly griffon strikes first with its claws, ripping and tearing at its enemy's armor to create the opening it needs to deliver a deadly bite with its beak. This maneuver uses a similar ploy. You make a quick feint before striking, forcing your enemy to twist and turn to leave itself open to your next attack. Even a veteran opponent struggles to regain its defensive posture.

Griffon's Wrath — **Fighter Attack 7**

You land a heavy blow on your foe, exposing a vulnerable spot in its defenses.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and the target takes a –2 penalty to AC until the end of your next turn.

Iron Bulwark

A simple though effective power, *iron bulwark* demonstrates your excellence in the fighting arts. You snap your weapon out to make an attack and then bring your shield or weapon around your body to ward off retributive strikes.

Iron Bulwark — **Fighter Attack 7**

You parry one blow after another, denying your foes the satisfaction of getting a solid hit.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Effect: You gain a +1 power bonus to AC, or a +2 power bonus if you're using a shield, until the end of your next turn.

Reckless Strike

Many fighters keep a tight grip on their anger. They rise above it, lest their fury blind them to a threat. Sometimes though, anger is just what you need to speed the enemy to the grave. *Reckless strike* sacrifices accuracy for greater damage if you hit.

Reckless Strike — **Fighter Attack 7**

You trade precision for power.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength - 2 vs. AC
Hit: 3[W] + Strength modifier damage.

Sudden Surge

A technique favored by blade- and spear-using weapon-masters, *sudden surge* lets you deliver a strike and then have the attack's momentum carry you forward to engage the next opponent. This power is best used when the attack can be a death blow. This way you don't leave any foes behind you.

Sudden Surge — **Fighter Attack 7**

You throw your weight into an attack, using the momentum of your swing to surge forward.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Effect: You move a number of squares up to your Dexterity modifier (minimum 1).

Level 8: Ability Score Increase

You reap the reward of constant challenge by increasing your physical and mental well-being.

Benefit: You increase two ability scores of your choice by 1.

Level 9: Daily Power

As you reach the pinnacle of the heroic tier, you mastering fighting techniques you never imagined were possible.

Benefit: You gain a new fighter daily attack power of your level or lower.

Shift the Battlefield

Such is your presence on the battlefield that you might find enemies swarming you time and time again. If you face overwhelming numbers, you can use *shift the battlefield* to give yourself and your allies the room to maneuver. A series of vicious strikes drives back your foes.

Shift the Battlefield — **Fighter Attack 9**

With supreme skill and great resolve, you maneuver your enemies where you want them.

Daily ✦ Martial, Weapon
Standard Action **Close** burst 1
Target: Each enemy you can see in the burst
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and you can slide the target 1 square.
Miss: Half damage.

Thicket of Blades

Scattering the enemy is sometimes your best bet, but at other times you need to hold your foes to let your allies move into position. Use this power early in a battle, when you can lodge yourself in the thick of your opponents. Even if they try to escape you, they won't go very far.

Thicket of Blades — **Fighter Attack 9**

You sting and hinder nearby foes with a savage flurry of strikes aimed at their vulnerable areas.

Daily ✦ Martial, Reliable, Weapon
Standard Action **Close** burst 1
Target: Each enemy you can see in the burst
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and the target is slowed (save ends).

Victorious Surge

Success is a balm as powerful as any healer's touch. The satisfying crunch of your weapon into an enemy, restores your confidence and helps you forget about the injuries you have sustained. *Victorious surge* frees you from having to rely on a leader to keep you on your feet.

Victorious Surge — **Fighter Attack 9**

You strike true, and your enemy's howl of pain is like music to your ears, making you forget about your own wounds.

Daily ✦ Healing, Martial, Reliable, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and you regain hit points equal to your healing surge value.

Level 10: Utility Power

On the cusp of the paragon tier, you find new ways to gain advantages on the battlefield.

Benefit: You gain a new fighter utility power of your level or lower.

Into the Fray

Being able to maneuver about the battlefield lets you respond to new challenges when they appear. *Into the fray* serves two functions. It lets you close the gap between you and a distant foe without having to run. Also, if you have to occupy two enemies at once, it lets you attack one foe and move to engage another.

Into the Fray — **Fighter Utility 10**

You scream a fierce battle cry as you leap boldly into the fray.

Encounter ✦ Martial
Minor Action **Personal**
Effect: You move up to 3 squares, but only if you can end the move adjacent to an enemy.

Last Ditch Evasion

When you can't take another hit, *last ditch evasion* might be the answer. You avoid one attack, but the effort leaves you reeling and exposed.

Last Ditch Evasion — **Fighter Utility 10**

Through skill and luck, you narrowly avoid an attack but leave yourself perilously exposed.

Daily ✦ Martial
Immediate Interrupt **Personal**
Trigger: You are hit by an attack.
Effect: You take no damage from the attack, but you are stunned and take a –2 penalty to all defenses until the end of your next turn.

Stalwart Guard

Many weaponmasters fight to protect those who can't protect themselves. *Stalwart guard* speaks to this purpose and gives you the ability to shelter your foes from incoming attacks. Obviously, you can do a better job if you're using a shield.

Stalwart Guard — **Fighter Utility 10**

You focus your attention on guarding your allies' backs.

Daily ✦ Martial, Stance
Minor Action **Personal**
Effect: You assume the stalwart guard stance. Until the stance ends, allies gain a +1 shield bonus to AC while adjacent to you. If you are using a shield, allies instead gain a +2 shield bonus to AC and Reflex while adjacent to you.

Paragon Weaponmaster

Having established yourself in the heroic tier, you are now ready to face the challenges ahead. Throughout the paragon tier, you refine your techniques, discarding lesser exploits in favor of greater ones.

At 11th level, you choose a paragon path (see the selection of fighter paragon paths beginning on page 26).

WEAPONMASTER PARAGON TIER

Total XP	Level	Feats Known	Class Features and Powers
26,000	11	+1	Ability score increase Paragon path features
32,000	12	+1	Paragon path feature
39,000	13	—	Encounter power
47,000	14	+1	Ability score increase
57,000	15	—	Daily power
69,000	16	+1	Utility power Paragon path feature
83,000	17	—	Encounter power
99,000	18	+1	Ability score increase
119,000	19	—	Daily power
143,000	20	+1	Paragon path feature

Level 11: Ability Score Increase

Your improved physical and mental prowess highlights your entrance into the paragon tier.

Benefit: Each of your ability scores increases by 1.

Level 11: Paragon Path Features

The paragon path you choose provides you with one or more features that you gain right away.

Benefit: You gain features associated with your paragon path.

Level 12: Paragon Path Feature

As you begin your climb through the paragon tier, you gain another ability from your paragon path.

Benefit: You gain a feature (typically a utility power) associated with your paragon path.

A hobgoblin suffers the brunt of the weaponmaster's wrath

Level 13: Encounter Power

Just as a changing battlefield requires new tactics to secure victory, your growing ability requires new techniques if you are to continue to find success.

Benefit: You can gain a new fighter encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Anvil of Doom

Experience has taught you where best to send your weapon to achieve the maximum results. When you use *anvil of doom*, you strike at your foe's head or equivalent appendage to shatter its concentration. A hammer or a mace can improve your results and leave your enemy completely befuddled.

Anvil of Doom — **Fighter Attack 13**

Like a smith's hammer striking the anvil, you strike your enemy with a ringing blow that leaves it disoriented.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and the target is dazed until the end of your next turn.
Weapon: If you're wielding a hammer or a mace, the target is stunned instead of dazed.

Chains of Sorrow

What defenses your enemies might have cannot stand up to the devastation that *chains of sorrow* creates. After landing the strike, you can wrench your weapon back with such force you leave your opponent reeling. Use this power to set up your allies to finish off the enemy with a series of concerted attacks.

Chains of Sorrow — **Fighter Attack 13**

You attack your foe with a ferocious blow, then pivot and pull your weapon back to your body, unbalancing the enemy.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and the target takes a –2 penalty to all defenses until the end of your next turn.
Weapon: If you're wielding a flail, the target takes a penalty to all defenses equal to your Dexterity modifier.

Giant's Wake

Intended for axe-wielders, *giant's wake* offers you the chance to cut a hole through the enemy line. Everything depends on the initial strike, however, so choose your target wisely. If you succeed, every enemy adjacent to the target and within your reach must also face your fury.

Giant's Wake — **Fighter Attack 13**

You make heavy, sweeping blows with your weapon, hewing your enemies left and right.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Primary Target: One creature
Primary Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage. Make the secondary attack.
Weapon: If you're wielding an axe, you gain a bonus to the damage roll equal to your Constitution modifier.
Secondary Attack
Secondary Target: Each enemy adjacent to the primary target and within range
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.
Weapon: If you're wielding an axe, you gain a bonus to the damage roll equal to your Constitution modifier.

Silverstep

This power takes its name from the unusual movement it offers. After making up to two quick jabs, you plant your weapon in the ground and vault yourself to a more tactically sound position. Using a spear or a polearm with this power lets you increase the distance for the push and your movement.

Silverstep — **Fighter Attack 13**

You unbalance your enemies, knocking them back. As they recover, you shift to a more advantageous position.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One or two creatures
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and you can push the target 1 square.
Weapon: If you're wielding a spear or a polearm, you push the target a number of squares up to your Dexterity modifier.
Effect: You can shift 1 square.
Weapon: If you're wielding a spear or a polearm, you can shift a number of squares up to your Dexterity modifier.

Storm of Blows

The speed and accuracy promised by bladed weapons prove incredible assets when you execute this complex exploit. After your initial attack, you can roll to one side to slash at an enemy, and then spin around and strike a different foe. Unlike many other two-stage attacks, *storm of blows* ensures that you get to make the additional attacks whether or not your first strike hits.

Storm of Blows — **Fighter Attack 13**

You duck and weave between your enemies while slashing at them ferociously.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.
Weapon: If you're wielding a heavy blade or a light blade, you gain a bonus to the damage roll equal to your Dexterity modifier.
Effect: After the attack, you can shift 1 square and repeat the attack against another creature within reach. You can then shift 1 square and repeat the attack against a third creature within reach. After the final attack, you can shift 1 square.

Talon of the Roc

An innovation from a mighty half-orc champion, *talon of the roc* helps you keep one enemy pinned down while you focus on another. The ferocious strike stalls the creature's movement and prevents it from slipping around you. Weapons designed to impale or pin give superior results with this power.

Talon of the Roc — **Fighter Attack 13**

Like the talons of a great raptor, your attacks disable your foe and pin it in place.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and the target is slowed until the end of your next turn.
Weapon: If you're wielding a pick or a spear, the target also cannot shift until the end of your next turn.

Level 14: Ability Score Increase

Each new challenge only makes you stronger in body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 15: Daily Power

As you perfect the combat techniques learned in the heroic tier, you experience a breakthrough, learning to adjust your attack to provide even greater results.

Benefit: You can gain a new fighter daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

Dragon's Fangs

The more powerful exploits trace their origins to ancient masters whose methods inform many techniques used today. Often, these maneuvers have fanciful names to describe the motions and help fix the maneuver in the warrior's mind. When using *dragon's fangs*, you become the ferocious dragon, and the twin strikes from your weapon are your fangs.

Dragon's Fangs — **Fighter Attack 15**

Like twin fangs piercing flesh, you deliver two attacks in rapid succession.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One or two creatures
Attack: Strength vs. AC. If you target only one creature, you can attack it twice.
Hit: 3[W] + Strength modifier damage.
Miss: Half damage.

Serpent Dance Strike

Many fighters prefer to hold one position, to stand fast and beckon the enemies to face them. *Serpent dance strike* is not for them. This exploit lets you launch a series of attacks while moving through your enemies and knocking them down wherever your weapon lands.

Serpent Dance Strike — **Fighter Attack 15**

You weave through the battlefield, striking like a hungry serpent and sweeping the feet out from under your enemies.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and you knock the target prone if it is your size or smaller.
Effect: After the attack, you can shift 1 square and repeat the attack against another creature within reach. You can then shift 1 square and repeat the attack against a third creature within reach. You can then shift 1 square and repeat the attack against a fourth creature within reach.

Unyielding Avalanche

You find a rhythm in your attacks, raising and lowering your weapon with speed and precision, cutting a path through your foes in a terrific display. Your focus helps you overcome injuries, deflect attacks, and ignore harmful conditions. You become unstoppable, an *unyielding avalanche.*

Unyielding Avalanche — **Fighter Attack 15**

With unmatched speed, you test the defenses of nearby foes while expertly parrying their blows.

Daily ✦ Healing, Martial, Stance, Weapon
Minor Action **Personal**
Effect: You assume the unyielding avalanche stance. Until the stance ends, you gain regeneration equal to your Constitution modifier while you are bloodied and a +1 power bonus to AC and saving throws. In addition, any enemy that starts its turn adjacent to you takes 1[W] damage and is slowed until the end of its turn, but only if you are able to make opportunity attacks.

Level 16: Paragon Path Feature

You are now in the upper half of the paragon tier. To mark this status, you gain a new feature of your paragon path.

Benefit: You gain a feature associated with your paragon path.

Level 16: Utility Power

Innovations in your fighting style arise all the time. Many you might discard but from time to time your experimentation rewards you with something astonishing.

Benefit: You gain a new fighter utility power of your level or lower.

Interposing Shield

With *interposing shield*, you ensure that even the enemies that slip around you cannot touch the allies under your protection. You move your shield or weapon with amazing speed to deflect the incoming attack.

Interposing Shield — **Fighter Utility 16**

Seeing a comrade in trouble, you interpose yourself to stop a painful blow.

Encounter ✦ Martial
Immediate Interrupt **Melee** 1
Trigger: An ally adjacent to you is hit by an attack.
Target: The triggering ally
Effect: The target gains a +2 power bonus to AC and Reflex against the triggering attack. If you are using a shield, the bonus increases to +4.

Iron Warrior

A multitude of battlefields, uncounted enemies you have vanquished, and injuries you have forgotten you sustained have all contributed to your legendary toughness. Even when beaten down, battered and broken, you find ways to overcome your pains and hurl yourself into battle once more. You are truly an *iron warrior*.

Iron Warrior — **Fighter Utility 16**

Like a tankard of bad ale, you don't go down easy.

Daily ✦ Healing, Martial
Minor Action **Personal**
Effect: You spend a healing surge, regain additional hit points equal to 2d6 + your Constitution modifier, and you can make a saving throw against one effect on you that a save can end.

Surprise Step

This exploit improves your mobility by letting you step into the space a departing enemy vacates. You can use *surprise step* as an alternative to your Combat Challenge attack, when movement would be more important than delivering an attack. Further, you can use this exploit in reaction to the movement of any enemy, even one not marked by you. Even if you miss with the opportunity attack, you can get into position for your next turn.

Surprise Step — **Fighter Utility 16**

You dog your enemy's footsteps, refusing to yield.

Encounter ✦ Martial
Immediate Reaction **Personal**
Trigger: An enemy leaves a square adjacent to you.
Effect: You shift into the square that the triggering enemy left, and you have combat advantage against that enemy until the end of your next turn.

Level 17: Encounter Power

Your insights into advanced maneuvers make older techniques obsolete. You discover a new technique far superior to one you have already learned.

Benefit: You can gain a new fighter encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Exacting Strike

When you use *exacting strike*, you focus your attention hitting the foe. Where doesn't matter—the only important thing is that your weapon connects.

Exacting Strike — **Fighter Attack 17**

You trade damage for accuracy to land a much-needed hit on your opponent.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength + 6 vs. AC
Hit: 2[W] + Strength modifier damage.

Exorcism of Steel

Few warriors can match your skill at arms. You demonstrate their inadequacies when you use *exorcism of steel*. One deft maneuver produces a stinging injury and leaves the enemy's weapon on the ground or in your hand as you decide.

Exorcism of Steel — **Fighter Attack 17**

You make a powerful chopping attack against your foe, forcing it to drop what it is holding.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. Reflex
Hit: 2[W] + Strength modifier damage, and the target drops one item it is holding. You can choose to catch the item in a free hand or have it land in your space.

Harrying Assault

Weaponmasters who favor speed and agility frustrate their enemies with hit-and-run tactics. When you use *harrying assault*, you deliver one strike and then duck away to strike again.

Harrying Assault — **Fighter Attack 17**

You land a calculated blow on your enemy, and then change position to deliver a simple attack on that foe or another.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Effect: After the attack, you can move a number of squares up to your Dexterity modifier and then make a melee basic attack.

Mountain Breaking Blow

An evolution of *tide of iron*, *mountain breaking blow* puts your physical might to good use. Your attack drives back an enemy and you follow right behind to deliver more punishment. This power is perfect for clearing a path for more mobile allies.

Mountain Breaking Blow — **Fighter Attack 17**

You land a crushing blow, pushing your foe back, and press your advantage before any other enemies can retaliate.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and you push the target up to 3 squares.
Effect: After the attack, you can shift the same number of squares you pushed the target. You must end this movement adjacent to the target.

Vorpal Tornado

You have just the right techniques to punish enemies brave enough to face you. Reserve *vorpal tornado* until at least three enemies are adjacent to you. Then, create a storm of death by sweeping your weapon around you and exult as they fall back and to the ground.

Vorpal Tornado — **Fighter Attack 17**

Like a whirling cyclone of death, you spin and strike one foe after another, driving each one back and knocking it to the ground.

Encounter ✦ Martial, Weapon
Standard Action **Close** burst 1
Target: Each enemy you can see in the burst
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage, and you can push the target 1 square and knock it prone.

Warrior's Challenge

Often deemed a risky maneuver, *warrior's challenge* lets you draw your enemies' attention after landing a vicious strike against another foe. Since you mark several enemies at once, it is best to use this power early in the battle when you can best afford to take several attacks at once.

Warrior's Challenge — **Fighter Attack 17**

You land a mighty blow that staggers your foe and sends it backward. With a wicked grin, you hoist your weapon and challenge the other enemies nearby.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and you push the target up to 2 squares.
Effect: You mark each enemy within 2 squares of the target until the end of your next turn.

Level 18: Ability Score Increase

You are a true paragon of physical and mental achievement.

Benefit: You increase two ability scores of your choice by 1.

Level 19: Daily Power

The exploits you have mastered through the paragon tier have established you as a legend in your lands. As you near the epic tier, you discover a powerful new attack that is certain to cement your place in history.

Benefit: You can gain a new fighter daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

Devastation's Wake

When you use *devastation's wake*, you explode with violence, combining numerous maneuvers into one overwhelming assault. Your weapon is everywhere at once, smashing through armor and weapons, to batter your foes. You are not done after the initial assault. You deliver follow-up strikes against any nearby enemy still standing.

Devastation's Wake — **Fighter Attack 19**

You thrash your foes with an array of strikes, and then unleash your fury a second time against any that are left standing.

Daily ✦ Martial, Weapon
Standard Action **Close** burst 1
Primary Target: Each enemy you can see in the burst
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage.
Miss: Half damage.
Effect: Until the start of your next turn, you can use the secondary power at will.

Secondary Power
Free Action **Melee** 1
Trigger: An enemy starts its turn adjacent to you.
Secondary Target: The triggering enemy
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.

Reaving Strike

Sometimes the best route is a simple and direct attack. *Reaving strike* is uncomplicated in its design, but quite effective in achieving results. Even the largest foes fall back against such a display of might.

Reaving Strike — **Fighter Attack 19**

You make a powerful overhand strike, hitting your foe with such force that it stumbles backward.

Daily ✦ Martial, Reliable, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 5[W] + Strength damage, and you can push the target 1 square.

Strike of the Watchful Guard

This exploit demonstrates your commitment to containing an enemy. With it, you single out a target and make sure it doesn't withdraw. If you keep this enemy marked, and it provokes your Combat Challenge attack, you can also make a melee basic attack against the target as a free action, effectively giving you two attacks for each foolish move your foe makes.

Strike of the Watchful Guard — **Fighter Attack 19**

After landing a tremendous blow, you trail your enemy and make it think twice about turning its back on you.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 4[W] + Strength modifier damage.
Effect: Until the end of the encounter, you can make a melee basic attack against the target as a free action if you are adjacent to it and it either shifts or attacks one of your allies.

Level 20: Paragon Path Feature

You gain the capstone ability of your paragon path at 20th level.

Benefit: You gain a feature (typically a daily attack power) associated with your paragon path.

Epic Weaponmaster

Although you still derive your fighting techniques from skill and weapon mastery, such is your ability that many believe you have some supernatural aid. The fact is, you are one of the greatest warriors the world has ever known and have the talent to back up this claim.

When your fighter reaches 21st level, he or she takes on an epic destiny. This epic destiny represents the grand finale of your adventuring career, and like your paragon path, it grants a set of related features and powers.

WEAPONMASTER EPIC TIER

Total XP	Level	Feats Known	Class Features and Powers
175,000	21	+1	Ability score increase Epic destiny feature
210,000	22	+1	Utility power
255,000	23	–	Encounter power
310,000	24	+1	Ability score increase Epic destiny feature
375,000	25	–	Daily power
450,000	26	+1	Epic destiny feature
550,000	27	–	Encounter power
675,000	28	+1	Ability score increase
825,000	29	–	Daily power
1,000,000	30	+1	Epic destiny feature

Level 21: Ability Score Increase

You have become an epic hero, and your physical strength and mental acuity have expanded beyond normal mortal limits.

Benefit: Each of your ability scores increases by 1.

Level 21: Epic Destiny Feature

Your epic destiny provides you with a feature that you gain when you select that destiny.

Benefit: You gain a feature associated with your epic destiny.

Level 22: Utility Power

To supplement your formidable combat abilities, you master an exploit that can keep you in the fight when things turn against you and your friends.

Benefit: You gain a new fighter utility power of your level or lower.

Act of Desperation

No ally should fall while you are still alive, so when a companion's injuries become too severe and death's door yawns wide, you grit your teeth and do what needs to be done.

Act of Desperation — **Fighter Utility 22**

The sight of one of your friends dying propels you into sudden action.

Daily ✦ Martial
Minor Action **Personal**
Requirement: An ally within 10 squares of you must be dying, and you must not have spent an action point during this encounter.
Effect: You gain an action point that you must spend this turn.

No Surrender

They can cut you. They can beat you. They can break your bones and poison your mind. What they can't do is vanquish you. When you fall, *no surrender* makes sure you recover enough to make these foes pay.

No Surrender — **Fighter Utility 22**

You refuse to go down, turning a death blow into a chance for victory.

Daily ✦ Healing, Martial
No Action **Personal**
Trigger: You drop to 0 hit points or fewer.
Effect: You regain enough hit points to bring you to half your maximum hit points. However, you take a -2 penalty to attack rolls until the end of the encounter.

Level 23: Encounter Power

As you rise through the epic tier, the techniques you once used seem feeble compared to the exploits you have now mastered.

Benefit: You can gain a new fighter encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Cage of Chains

This exploit was originally created for the flail. A complex weapon to use, let alone master, in the right hands it can prove a terrible weapon to defend against. When you use *cage of chains* with a flail, you tangle up your enemy in your weapon's chain and hold it in place for an ally to dispatch.

Cage of Chains — **Fighter Attack 23**

After landing a decisive blow, you skillfully use your weapon to entangle your opponent.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. Reflex
Hit: 4[W] + Strength modifier damage.
Weapon: If you're wielding a flail and you are adjacent to the target at the end of your turn, the target is restrained until the start of your next turn.

Fangs of Steel

This power lets you attack a second foe after striking a first. Since your secondary attack depends on hitting with your first, focus the primary attack against an enemy you're likely to hit such as a brute or an artillery monster.

Fangs of Steel — **Fighter Attack 23**

You lunge forward and slash one enemy, then spin around and strike another foe with deadly ferocity.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Primary Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage. Make the secondary attack.
Weapon: If you're wielding a light blade or a heavy blade, you gain a bonus to the damage roll equal to your Dexterity modifier.
Secondary Attack
Secondary Target: One creature adjacent to the primary target and within reach
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Weapon: If you're wielding a light blade or a heavy blade, you gain a bonus to the damage roll equal to your Dexterity modifier.

Hack 'n' Slash

There is beauty in simplicity. This powerful attack is designed to tear an enemy to pieces. And if you're wielding an axe, your job becomes even easier.

Hack 'n' Slash — **Fighter Attack 23**

You swing your weapon in deadly arcs, relentlessly hacking and slashing at your foe.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 4[W] + Strength modifier damage.
Weapon: If you're wielding an axe, you gain a bonus to the damage roll equal to your Constitution modifier.

Paralyzing Strike

When threatening an enemy is not enough, *paralyzing strike* can keep it pinned down long enough for your allies to get into position. The technique lends itself well to piercing weapons such as spears and polearms. A lucky strike can turn an effective attack into a deadly one.

Paralyzing Strike — **Fighter Attack 23**

With a sharp thrust of your weapon, you leave your enemy momentarily paralyzed with pain.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Weapon: If you're wielding a pick, a polearm, or a spear, you can score a critical hit on a roll of 18–20.
Hit: 3[W] + Strength modifier damage, and the target is immobilized until the end of your next turn.

Skullcrusher This exploit demonstrates your style's sheer brutality. A crushing blow to the head leaves your enemy reeling. If you use a bludgeoning weapon such as a mace or a hammer, the strike not only cracks the skull but damages what lies underneath it.

Skullcrusher — Fighter Attack 23

You smash your weapon heavily into your foe, leaving it dazed and reeling.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 4[W] + Strength modifier damage, and the target is dazed until the end of your next turn.
Weapon: If you're wielding a hammer or a mace, you gain a bonus to the damage roll equal to your Constitution modifier, and the target is blinded until the end of your next turn.

Warrior's Urging If you find your enemies reluctant to face you, *warrior's urging* can compel them forward to face your savage attack. This power is risky if you're bloodied, because if you don't drop your enemies, you're likely to face attacks from all sides. Instead, use this power early to establish your position in the battle from the start.

Warrior's Urging — Fighter Attack 23

You call your opponents toward you and strike out with lashing blows.

Encounter ✦ Martial, Weapon
Standard Action **Close** burst 4
Target: Each enemy you can see in the burst
Attack: Strength vs. Will
Hit: You pull the target up to 3 squares, but only if it can end the pull adjacent to you. If the target is adjacent to you after the pull, it takes 2[W] + your Strength modifier damage.

Level 24: Ability Score Increase

The threats of the epic challenges you face are countered by the perfection of your body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 24: Epic Destiny Feature

Your epic destiny continues to transform you, granting you abilities and talents that are beyond the merely mortal.

Benefit: You gain a feature associated with your epic destiny.

Level 25: Daily Power

You fulfill your training's promise to become a warrior so skilled you are almost a god on the battlefield.

Benefit: You can gain a new fighter daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

Reaper's Stance When you drop into the reaper's stance, you focus on speed and precision. You move your weapon with astonishing speed, finding ways through enemy defenses to land strikes that deal lasting damage.

Reaper's Stance — Fighter Attack 25

Every enemy within your reach falls victim to the ruthless precision of your attacks and suffers bleeding wounds.

Daily ✦ Martial, Stance, Weapon
Minor Action **Personal**
Effect: You assume the reaper's stance. Until the stance ends, whenever you use a fighter attack power, you can score a critical hit on a roll of 19-20, and you gain a power bonus to damage rolls equal to your Dexterity modifier. In addition, any enemy that starts its turn adjacent to you takes 1[W] damage, plus ongoing 10 damage (save ends), but only if you can make opportunity attacks.

A dwarf fighter unleashes his fury upon an orc war band

Reign of Terror

Reign of terror reveals just how terrifying you have become. All it takes is a single strike to draw the attention of every enemy on the battlefield.

Reign of Terror — **Fighter Attack 25**

After smashing your foe with a crushing strike, you cast your baleful glare upon the enemies that still stand before you, promising the same fate.

Daily ✦ Martial, Reliable, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 6[W] + Strength modifier damage, and you mark each enemy you can see until the end of your next turn.

Supremacy of Steel

You launch a furious assault against your enemy with *supremacy of steel*, an assault so effective that the enemy must devote its full attention to protecting itself from your feints and jabs.

Supremacy of Steel — **Fighter Attack 25**

You are a blur, attacking your enemy so quickly it barely has time to do more than defend itself.

Daily ✦ Martial, Reliable, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 6[W] + Strength modifier damage. Until the end of your next turn, the only attacks that the target can make are basic attacks.

Level 26: Epic Destiny Feature

At 26th level, your epic destiny provides you with another ability.

Benefit: You gain a feature (typically a utility power) associated with your epic destiny.

Level 27: Encounter Power

Your technique has evolved through your travels. You have refined maneuvers, set aside some exploits, and developed new ones. By this point in your career, you are a true force to be reckoned with.

Benefit: You can gain a new fighter encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Adamantine Strike

When you hit using *adamantine strike*, you shatter your enemy's armor, driving jagged shards into the wound. If your opponent survives, it can protect the breach, but until it does, you've created an opening your allies can exploit.

Adamantine Strike — Fighter Attack 27

Your powerful strike breaks through your foe's slow defenses like a dagger through parchment, leaving it reeling.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. Reflex
Hit: 4[W] + Strength modifier damage, and the target takes a -2 penalty to AC until the end of your next turn.

Cruel Reaper

In your hands, a weapon becomes a living thing, directed by training so deeply ingrained it is second nature to you. *Cruel reaper* is aptly named—you become death's harbinger, sweeping your weapon to all sides, advancing, and then doing it again.

Cruel Reaper — Fighter Attack 27

You swing your weapon in a wide arc, carving into adjacent foes and causing them to scream in agony. Without warning, you reposition and follow up with a spinning sweep.

Encounter ✦ Martial, Weapon
Standard Action **Close** burst 1
Primary Target: Each enemy you can see in the burst
Primary Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Effect: You shift up to 2 squares, and then make the secondary attack.
Secondary Attack
Secondary Target: Each enemy you can see in the burst
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.

Diamond Shield Defense

One of the most potent shield maneuvers, *diamond shield defense* showcases your ability to keep your shield between yourself and your enemy, so even if it manages to get an attack through, you deflect the worst it can do.

Diamond Shield Defense — Fighter Attack 27

Your shield becomes your staunchest ally.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be using a shield.
Target: One creature
Attack: Strength vs. AC
Hit: 4[W] + Strength modifier damage, and you take only half damage from the target's attacks until the end of your next turn.
Effect: You gain a +2 power bonus to AC until the end of your next turn.

Indomitable Battle Strike

Your threat is undeniable on the battlefield. All it takes is one strike, and every enemy nearby knows it must face you, must somehow defeat you, or die.

Indomitable Battle Strike — Fighter Attack 27

You will not be denied your enemy's blood, and other foes that witness your savage attack know the ill fate that awaits them.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 4[W] + Strength modifier damage.
Effect: You mark each enemy within 10 squares of you until the end of your next turn.

Level 28: Ability Score Increase

Training, practice, and experience have molded your abilities. Even as you near your final destiny, you continue to hone your talents for the tests you will soon face.

Benefit: You increase two ability scores of your choice by 1.

Level 29: Daily Power

Your destiny is nearly in reach. At the peak of your abilities, you devise one more maneuver to see you to the end of your long journey.

Benefit: You can gain a new fighter daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

Force the Battle

Dropping into the *force the battle* stance lets you recall all the techniques you have ever used and put them into play with each strike you make. Your attacks hit with astonishing strength, and when an enemy leaves itself open, you can respond with unexpected force.

Force the Battle — **Fighter Attack 29**

Your skill with your weapon is so great that every thrust, parry, and counterattack takes its toll on your foes. Some of your attacks are so ingrained within you that they require almost no effort.

Daily ✦ Martial, Stance, Weapon
Minor Action **Personal**
Effect: You assume the force the battle stance. Until the stance ends, your fighter at-will and encounter weapon attack powers deal 1[W] extra damage. In addition, once per round when an enemy starts its turn adjacent to you, you can use a fighter at-will attack power against it as a free action, but only if you are able to make opportunity attacks.

No Mercy

Simple in its application, effective in its results, *no mercy* exacts a high price from your enemy, one very few can ever pay.

No Mercy — **Fighter Attack 29**

You are a force of destruction on the battlefield, delivering devastating blows upon your foes.

Daily ✦ Martial, Reliable, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 7[W] + Strength modifier damage.

Storm of Destruction

Enemies facing your *storm of destruction* have no chance to block your strikes. You swing with impunity, confident that even a glancing blow will make them suffer.

Storm of Destruction — **Fighter Attack 29**

Your skill is supreme, allowing you to rain destruction upon multiple foes at once.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One or two creatures
Attack: Strength vs. AC
Hit: 5[W] + Strength modifier damage.
Miss: Half damage.

Level 30: Epic Destiny Feature

Your epic destiny is fully realized, and you reach the heights of fame and accomplishment for which you have been striving so long. You are mortal no longer!

Benefit: You gain a feature associated with your epic destiny.

Fighter Paragon Paths

The fighter paragon path you choose reflects your focus on a particular fighting style. You might inure yourself to pain, master a weapon, or learn new tricks to outwit and undo your enemies.

Iron Vanguard

Prerequisite: Fighter

You become a vision of physical perfection, mighty in body and ruthless in your pursuit of victory. No one defends the front line of a battle better than you do, easily taking ground and pushing the enemy to and fro.

Level 11: Enduring Warrior

As you hold the front line, refusing to give an inch, you find new resolve and new vigor each time you send an enemy to the grave.

Benefit: When you reduce an enemy to 0 hit points, you regain hit points equal to your Constitution modifier.

Level 11: Ferocious Reaction

When you set your sights on an objective and put all your effort behind attaining it, nothing and no one can stop you. Not even death can deny your will.

Benefit: When you spend an action point to take an extra action, you also gain a +4 bonus to all defenses until the start of your next turn.

In addition, if you drop to 0 hit points or fewer and have not spent an action point during this encounter, you can use an immediate interrupt to spend an action point to take an extra action.

Level 11: Frontline Surge

Your foes might try to succeed by crashing into the indomitable wall you present. When you need to drive them back, you need only deliver a single strike and step into the breach you create, drawing your companions forward along with you.

Benefit: You gain the *frontline surge* power.

Frontline Surge — **Iron Vanguard Attack 11**

You beat back your enemy, allowing you and your allies to seize new ground.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and you can push the target 1 square. You can then shift 1 square toward the target. If you do so, each ally within 2 squares of you can shift 1 square as a free action.

Level 12: Inexorable Shift

So great is your sense of leverage that your enemies give way when you close with them, unable to stop your advance.

Benefit: You gain the *inexorable shift* power.

Inexorable Shift — **Iron Vanguard Utility 12**

You use your superior positioning to knock back an enemy and move into its space.

Encounter ✦ Martial
Move Action **Personal**
Effect: You shift 1 square. You can shift into a square occupied by a creature. If you do so, you push that creature 1 square.

Level 16: Trample the Fallen

You smash through the enemies' ranks, sending foes sprawling with such bone-jarring force that they think twice about facing you again.

Benefit: When you push a creature or knock a creature prone, it takes damage equal to your Constitution modifier.

Level 20: Indomitable Strength

You can call upon your strength to hurl an enemy away from you, giving you the time you need to refocus your efforts against a different foe.

Benefit: You gain the *indomitable strength* power.

Indomitable Strength — Iron Vanguard Attack 20

You heave your enemy backward, sending it to the ground reeling. The momentary opening gives you a chance to catch your breath.

Daily ✦ Healing, Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 4[W] + Strength modifier damage, and you can push the target 1 square and knock it prone. In addition, the target is dazed until the end of your next turn.
Miss: Half damage.
Effect: You can spend a healing surge.

Kensei

Prerequisite: Fighter

You study an ancient form of martial training that makes you one with your chosen weapon. Together, you represent a combination of destruction that few foes can long stand against.

Level 11: Kensei Control Action

You train to perfect your fighting style, to make your weapon a true extension of your will. Such a commitment to excellence translates into a chance to turn some of your failures into successes.

Benefit: You can spend an action point to reroll one attack roll, damage roll, skill check, or ability check, instead of taking an extra action.

Level 11: Kensei Focus

Kensei strive for excellence in all things through vigorous training and meditation. To help focus their efforts, they choose one weapon and devote themselves to mastering it.

Benefit: You gain a +1 bonus to weapon attack rolls with a melee weapon of your choice.

Level 11: Masterstroke

Your singular dedication to the fighting arts reveals itself in your effortless motion and effective strikes. When you use *masterstroke*, you demonstrate that one of the rewards of your focus is unequaled accuracy.

Benefit: You gain the *masterstroke* power.

Masterstroke — Kensei Attack 11

An unerring strike foretells your enemy's demise.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength + 2 vs. AC
Hit: 2[W] + Strength modifier damage.

Level 12: Ultimate Parry

Just as your weapon serves for offense, it can also aid in your defense. When you use this power, you execute a deft maneuver to knock aside an enemy's attack, whether that attack is from a sword, an arrow, or a spell.

Benefit: You gain the *ultimate parry* power.

Ultimate Parry — Kensei Utility 12

With a whirl of your weapon, you expertly deflect an enemy's attack.

Daily ✦ Martial
Immediate Reaction **Personal**
Trigger: You take damage from an attack.
Effect: The damage is reduced by an amount equal to your level.

Level 16: Kensei Mastery

Dedicating yourself to mastering a single weapon helps you get the most out of each attack you make. Where your weapon falls, death often follows.

Benefit: You gain a +4 bonus to damage rolls with the same weapon you selected for Kensei Focus. If you ever use a different kind of weapon, you lose this benefit, and the benefit of Kensei Focus, until you take a short rest, during which time you reattune yourself to your chosen weapon with a short meditation.

Level 20: Weaponsoul Dance

You have reached a level of mastery with your weapon that few others can ever hope to match. *Weaponsoul dance* is a testament to the ease with which you wield this weapon. As you move through your foes, your weapon finds your targets almost of its own accord.

Benefit: You gain the *weaponsoul dance* power.

Weaponsoul Dance — Kensei Attack 20

You leap from one foe to the next, striking with ever-increasing accuracy while negotiating your way through your enemies' thicket of swords.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Primary Target: One creature
Primary Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and the target falls prone. In addition, it is immobilized until the end of your next turn.
Effect: You shift up to 5 squares and can then make the secondary attack.
Secondary Attack
Secondary Target: One creature other than the primary target
Secondary: Strength + 2 vs. AC
Hit: 2[W] + Strength modifier damage, and the secondary target falls prone. In addition, it is immobilized until the end of your next turn.
Effect: You shift up to 5 squares and can then make the tertiary attack.
Tertiary Attack
Tertiary Target: One creature other than the primary and secondary targets
Attack: Strength + 3 vs. AC
Hit: 1[W] + Strength modifier damage, and the tertiary target falls prone. In addition, it is immobilized until the end of your next turn.

Pit Fighter

Prerequisite: Fighter

You have learned to fight in dungeons and brawling pits, picking up survival tricks along the way. It might not be the prettiest or most elegant fighting style around, but it gets the job done.

Level 11: All Bets Are Off

A fair fight is for losers. You have survived because you do what it takes to win, no matter how dirty it might seem. A hit using this exploit sets up a sucker punch that leaves your enemy unable to protect itself.

Benefit: You gain the *all bets are off* power.

All Bets Are Off — Pit Fighter Attack 11

After landing a solid blow, you lash out with a quick jab, sending your enemy reeling.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage. Make the secondary attack against the target.

Secondary Attack
Attack: Strength + 2 vs. AC
Hit: 1d6 + Strength modifier damage, and the target is dazed until the end of your next turn.

Level 11: Armor Optimization

Other warriors might know how to wear armor, but you know how to coax the most from every piece to maximize its protective qualities.

Benefit: You have learned to make the most of the armor you wear, arranging it to better absorb and deflect blows. You gain a +1 bonus to AC while wearing any kind of armor.

Level 11: Extra Damage Action

When you must push beyond your normal limits, your unconventional training helps you deliver more punishing attacks.

Benefit: When you spend an action point to take an extra action, you gain a bonus to the damage rolls of your standard action attacks this turn. The bonus equals one-half your level.

Level 12: Deadly Payback

Your enemy realizes its error all too late when it strikes you. Like a cornered beast, you are all the more savage when you have nothing to lose.

Benefit: You gain the *deadly payback* power.

Deadly Payback — Pit Fighter Utility 12

You react viciously to an enemy that just hurt you.

Daily ✦ Martial
Immediate Reaction **Personal**
Trigger: An enemy damages you with a melee attack.
Effect: Until the end of your next turn, you gain a +2 bonus to attack rolls and damage rolls against the triggering enemy.

Level 16: Dirty Fighting

The battlefield is your teacher, survival your goal. You do what it takes to live through every fight.

Benefit: Using tricks and techniques you have learned in constant battles, you know how to add an extra level of pain to every hit you deliver. Your fighter and pit fighter weapon attacks deal extra damage equal to your Wisdom modifier.

Level 20: Lion of Battle

You are a peerless warrior, a savage killer who has few equals on the battlefield. Enemies that bear witness to your achievements think twice before attempting to engage you.

Benefit: You gain the *lion of battle* power.

Lion of Battle — Pit Fighter Attack 20

You skewer yet another unworthy foe and let loose a tumultuous roar, shaking your weapon in triumph.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Primary Target: One creature
Primary Attack: Strength vs. AC
Hit: 4[W] + Strength modifier damage, or 6[W] + Strength modifier damage if the target was bloodied before the attack.
Miss: Half damage.
Effect: If the attack reduces the target to 0 hit points, you can make the secondary attack.
Secondary Attack (Fear, Martial, Weapon)
Close burst 5
Secondary Target: Each enemy in the burst
Attack: Strength vs. Will
Hit: The secondary target must take a free action to move up to its speed to a square as far from you as possible.

Swordmaster

Prerequisite: Fighter

You and your blade are as one. You are a master of the sword, able to employ your steel in ways that no lesser warrior can even imagine.

Level 11: Precision Cut

You have dedicated yourself to mastering your weapon. In doing so, you have learned how to react quickly when an opportunity presents itself, bringing more lethality to bear on your strike than most other fighters can.

Benefit: You gain the *precision cut* power.

Precision Cut — Swordmaster Attack 11

You slip your blade past an enemy's armor and slice your foe just so, leaving a bleeding gash.

Encounter ✦ Martial, Weapon
Standard Action (Special) **Melee** weapon
Target: One creature
Attack: Strength vs. Reflex
Hit: 3[W] + Strength modifier damage.
Special: When you make an opportunity attack, you can use this power in place of a melee basic attack.

Level 11: Steel Defense Action

When you push yourself beyond your normal limits, you can whip your blade around you, forming an impenetrable curtain that is able to deflect your enemies' attacks.

Benefit: When you spend an action point to take an extra action, you also gain a +4 bonus to AC and Reflex until the start of your next turn.

Level 11: Steel Grace

The basic fighting techniques you first learned are now second nature for you when using your blade. Even when you hurl yourself headlong against your foes, you can recall those fundamental maneuvers.

Benefit: When you charge with a light blade or a heavy blade that is not a pole-arm, you can use *cleave*, *reaping strike*, *sure strike*, or *tide of iron* in place of a melee basic attack.

Level 12: Fantastic Flourish

Your expertise commands your enemies' attention. A perfectly executed maneuver alerts a distant enemy to the threat you pose.

Benefit: You gain the *fantastic flourish* power.

Fantastic Flourish — Swordmaster Utility 12

With perfect timing, you flick one enemy's blood into the eyes of another.

Encounter ✦ Martial
Minor Action **Ranged** 5
Requirement: During this turn you must have hit an enemy with a melee attack using a light blade or heavy blade (not a polearm).
Target: One enemy other than the one you hit
Effect: The target is marked until the end of your next turn.

Level 16: Steel Blitz

When you land a perfect strike, you create a fresh opportunity to put your training to use.

Benefit: When you score a critical hit with a light blade or a heavy blade, you regain the use of a fighter encounter attack power that you have already used during this encounter.

Level 20: Crescendo Sword

Your ultimate attack as a swordmaster is evidence of the ease with which you wield your weapon. You move so fast that your blade seems to be everywhere at once, cutting through enemies and creating a chance to use an exploit once more.

Benefit: You gain the *crescendo sword* power.

Crescendo Sword — Swordmaster Attack 20

With a tremendous roar, you swing your blade over your head and make lunging strikes at all nearby enemies. At the end of the flurry, you regain some of your power.

Daily ✦ Martial, Weapon
Standard Action **Close** burst 1
Requirement: You must use this power with a light blade or a heavy blade (not a polearm).
Target: Each enemy you can see in the burst
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Effect: If you hit at least one target, you regain the use of one daily attack power that you have already used today. If you miss every target, you regain the use of one encounter attack power that you have already used during this encounter.

Addendum:

Updates in Brief

Fighter Class Updates

(*Player's Handbook/Class Compendium*)

Name	Page	Change
Fighter Weapon Talent	76	Clarifies that the bonus is only for weapon attack rolls.
Defensive Training	80	Clarifies that the power bonus applies to all three defenses.
Come and Get It	80	The power now targets Will instead of AC. Moved the Effect rules into the Hit line, no longer making the pull automatic and tightening the rules for which targets can be affected. Removed the extra Strength modifier damage.
Exorcism of Steel	83	The power now affects items instead of only weapons, increasing its versatility.
Act of Desperation	84	Clarifies the requirement, preventing the power's user from spending two action points during an encounter.
Warrior's Urging	85	The power now targets Will instead of AC. Moved the Effect rules into the Hit line, no longer making the pull automatic and tightening the rules for which targets can be affected.
Force the Battle	86	Limited the free action attack to once per round, instead of once per adjacent enemy's turn.
Frontline Surge	86	Clarifies that the attacker now has a choice in where to move after the push. The allies' shift granted by the Hit line now requires a free action.
Kensei Focus	87	Clarifies that the bonus is only for weapon attack rolls.
Extra Damage Action	87	Clarifies that the extra damage is a bonus to the damage rolls of the attacker's standard action attacks. Attacks that deal half damage on a Miss now deal the correct amount.
Deadly Payback	88	Removed the Weapon keyword, since this is a Utility power.
Lion of Battle	88	Uses the correct formatting for secondary attacks. Clarifies that the secondary attack is a close burst, and that on a hit, the secondary target moves as a free action.
Steel Blitz	88	Clarifies that the recharged power has to be an attack power.

Unearthed Arcana

Ignorance Is Blessed

Divine power in the service of uncaring, unknowable, or underpowered gods

By Ken Hart
Illustration by Noah Bradley

"Muffled drums beat out a nerve-scratching rhythm, and red lights flickered hypnotically in the underground Temple of Hates, where five thousand ragged worshipers knelt and abased themselves and ecstatically pressed foreheads against the cold and gritty cobbles as the trance took hold and the human venom rose in them."
–Fritz Leiber, "The Cloud of Hate"

Divine power in the Dungeons & Dragons game is a powerful weapon and a great responsibility. Clerics, avengers, and other devotees swear to follow the tenets of their faith and to act as holy emissaries, spreading their deities' influence. Such people usually venerate their gods; they might even adore them. Gods' attitudes, on the other hand, are not so monolithic. Differing divine outlooks can lead to variants in believer experiences and capacities.

Most of the deities in the *Rules Compendium* and the *Player's Handbook* pay attention to the mortal world and, on occasion, heed the pleas of their clerics and other divine agents. Even evil gods, such as Lolth and Tiamat, do so. When deities intervene in the mortal world, directly or otherwise, they generally seek to help themselves through the success of their servants. Many powers and features of the divine classes reflect an attitude of "We're in this together."

On the other hand, mythology and fantasy fiction are full of jealous, dark, or lazy deities who couldn't be bothered to aid their followers. More than a few Greek and Roman gods succumb to petty vices and spend much of their time contesting with each other. They don't consider the needs of the priests within the old, pre-Vatican College of Pontiffs. Their main

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pastimes are seducing mortals, drinking heavily, and betraying their fellow gods—the *Melrose Place* of ancient civilization.

Other uncaring or disdainful gods come in the form of powerful beings from another dimension, such as the Great Old Ones of H.P. Lovecraft's Cthulhu mythos. These aliens disdain other life forms, including their own followers. Their servants' obedience derives from fear or madness, not love. For this loyalty, the cultists are typically rewarded with enslavement, searing death, or conversion into monstrous, tentacled hybrids. Similarly, the demonic Lords of Chaos in Michael Moorcock's classic Elric Saga regard most mortals the way a cat might a wounded bird.

Other fictional deities are mortals who got really, really lucky or who inherited divine energy at birth. These gods (or demigods) might possess otherworldly strength and attract worshipers who access divine power through their faith, but the attitude of these deities can be decidedly earthbound. In Fritz Leiber's revered Fafhrd and the Gray Mouser tales, certain gods reside in the city of Lankhmar. Why bother praying to an unseen force when you can make an appointment?

All the examples above have been major inspirations for roleplayers and for the D&D game, going back to 1979 and Gary Gygax's Appendix N in the 1st Edition *Dungeon Master's Guide*®. You or someone in your gaming circle might decide to create a divinely powered hero based on these concepts, either as an homage or because it sounds like an interesting idea.

So, would a barbaric cleric of an unforgiving god, such as Crom in Robert E. Howard's Conan tales, have full access to the 4th Edition cleric's wealth of healing abilities? Would an avenger in the service of a selfish Shadowfell demigod deign to use divine power to let someone else make an attack, as with the channel divinity power *divine guidance?* According the basic 4th Edition rules, the answer to both questions is a resounding "Yes!" Different builds aside, members of a particular class possess similar class features.

This Unearthed Arcana article takes a different approach, answering these questions with a tempting "What if . . .?" It begins with sample gods and roleplaying suggestions addressing divine adventurers in the service of distant, disdainful, or down-to-earth deities. Channel divinity powers, class feature alternatives, and other options are offered to implement such a character creation slant. Finally, aids for fleshing out your own divine creations are provided.

What is Appendix N?

In the 1st Edition of Advanced Dungeons & Dragons, Gary Gygax included several appendices in the *Dungeon Master's Guide*. Appendix N was a list of the great fantasy authors and works that inspired him. These classic stories remain wonderful inspiration for today's gamer.

Only a handful of Appendix N authors and stories are cited here, but you can find the full list at http://www.wizards.com/dnd/4dnd/Appendix_N. With that compilation in hand, begin exploring your local library, used-book seller, and friendly online merchant.

Apathetic and Selfish Gods: What's in It for Me?

Chapter 9 of the *Dungeon Master's Guide,* "The World," offers ideas on altering core assumptions to create a variant setting, such as "Gods Are Distant." Unlike standard, semi-involved D&D deities, the gods in this variant are detached from worldly concerns. A riff on this idea could involve selfish gods who interact with mortals, but consider only their own whims. A heavenly hands-off or selfish policy could be the wont of all deities (as suggested in "Gods Are Distant"), or it could be selectively applied.

After consultation with your DM, you could create a divine hero who worships a selfish god or one who never gets involved in mortal affairs. Indeed, that deity might not be aware that it has worshipers.

A god's message might be enough to convince some people to wear the ceremonial garments and swear to spread the holy word. Performing acts to honor their god might be enough to satisfy these pious souls. Smiting a foe with *split the sky* to honor your god, however, is much cooler. Your character's choice of a divine path could be motivated by selfish desire for power—right in line with many apathetic and selfish gods that could appear in your game.

Mythology and Fiction

The pantheons of the ancient Greeks, Romans, and Norse featured distant deities, such as the Greek god of blacksmithing, Hephaestus (Roman name: Vulcan). More renowned are those gods whose avarice and selfishness fueled many tales—none more so than the ruler of the Greek gods, Zeus (Jupiter). Zeus constantly cheated on his wife, Hera, fathering a slew of deities, demigods, and divine skirmishes in the process. As it turns out, remote Hephaestus, through his love of crafting, had more interest in his worshipers than did the top dog Zeus, who ironically presided over law and justice. This depiction of certain Greek gods as selfish and flawed carries over into Rick Riordan's modern fantasy series, *Percy Jackson and the Olympians*.

The god Crom is mentioned often in Robert E. Howard's Conan tales—usually as part of an angry oath or a shocked exclamation. Conan claims that Crom is uncaring. He never does anything, either on a large scale (natural disasters) or a small one (aid to a devoted follower). Crom provides humans at birth with the courage and determination to overcome obstacles. That's enough for Conan. So how could an uninvolved Crom empower your hero? Conan would be the first to admit, if drunk, that he doesn't understand or like magic. It wouldn't be surprising to discover that he was unaware of specially trained servants of Crom who accessed divine power.

Your campaign could be set in an analog of ancient Greece or Rome or during the heyday of the Vikings. Alternatively, your adventurer could worship a distant or weakened god from a nearly forgotten pantheon patterned after mythological ones.

Remote Deities

A variant campaign could include one or more of the core deities being extremely aloof, thus altering the message and practices of their religions. Imagine a fiery temple of Pelor in a world where Pelor largely doesn't care what mortals do. In such a setting, Pelor's priests call the shots, warping his message of watchfulness and compassion into a doctrine of searing spiritual intolerance. Branding the heathens who don't bow to their will could be the least of their depredations.

A campaign's cosmology need not be altered much, however, to add the concept of apathetic gods. Powerful entities in the Feywild, Shadowfell, and elsewhere are worshiped in the mortal world and possess godlike qualities. They might (whether by ignorance or disdain) make a habit of failing to come to the aid of their followers.

Another possibility is "dead" gods: deities presumed slain during a calamitous period, such as the Time of Troubles or the Spellplague in the Forgotten Realms. Such gods could have survived, but remained largely silent during their recovery.

The gods of the Dark Sun campaign setting are definitely silent types: elemental priests on Athas worship archetypically remote gods. Taking the concept to less of an extreme, a divine adventurer on Athas or in any other setting could worship a primordial. This approach places the hero somewhere between the standard 4th Edition divine character and Athas's elemental priest.

Your adventurer's chosen deity could be more of a force of nature—an intelligent and inscrutable being with little concern for what silly, temporal mortals do. Consider the four elemental primordials in the Forgotten Realms campaign setting: Akadi, Grumbar, Istishia, and Kossuth. Although they are not true deities in Faerûn's current cosmology, they are worshiped as gods by many tribes. The runepriest option *rune of elemental attuning* (see below) presents one suggestion for tweaking a divine class to bring this idea to your gaming table.

Roleplaying Suggestions

Divine heroes in the service of a distant or vain god could emulate the deity, becoming reclusive or arrogant, although this approach rarely attracts new followers. Other adventurers are gregarious and volatile, rarely holding back emotions, almost as though compensating for the god's less welcoming qualities. These emotions manifest as fire-and-brimstone speeches or shining, inspirational tales.

Alternatively, a character's demeanor could mirror specific aspects of the god or force worshiped. With elemental gods, for instance, a paladin who follows an air deity might be lighthearted and easily amused, while a cleric devoted to an ice-based god might come across as unsympathetic or cruel at times. Divinely powered adventurers who worship a distant god of death are often somber, speaking in terse, to-the-point sentences. They likely avoid procrastination, understanding better than most that life is a brief, transitory stage. They believe that people should get the most out of life while it lasts. Good and unaligned heroes of this type can have a calming effect on others; characters of a darker bent might take a sardonic, cynical tone that is unnerving.

If you're interested in playing a divine adventurer in a campaign where the standard D&D cosmology exists, consider taking a multiclass feat or creating a hybrid character to reflect the fact that you're not a

typical divine hero. For instance, a sorcerer multiclass feat or hybrid might fit someone who worships an elemental or temperamental god. Choosing a shaman or warlord multiclass feat or building a hybrid with either of those classes could best reflect a hero from a tribal or militaristic culture that worships a distant god.

Dark, Disdainful Deities: Kiss the Tentacle

Cthulhu, powerful aboleths, and creatures from Beyond—what they have in common is an inhuman attitude toward life, as well as thought processes and motives that are hard to fathom. What we do comprehend is that they don't like mortals, unless possibly as appetizers. Yet in mythology, fiction, and roleplaying games, such beings are worshiped as gods by deranged, fanatical cults. Many of these cultists act covertly to corrupt influential people and institutions, paving the way for widespread subversion or invasion.

What if such cultists were not covert about it? A campaign variant mentioned in Chapter 9 of the *Dungeon Master's Guide* suggests, "What if the primordials won?" In this case, the spiritual landscape of the universe would be reversed. Faiths based on bizarre creatures of the Elemental Chaos or the Far Realm dominate the mortal world, while worship of the astral gods is limited to secretive cults.

Divine heroes who revere alien entities might not always be evil, but they're certainly a little strange. If you want to practice your Peter Lorre or Christopher Walken impersonation, here's your opportunity.

Mythology and Fiction

Descriptions of inhuman, remorseless deities stretch far back in history. The ancient Egyptians feared and respected Set, the donkey-headed god of storms and chaos, whose name evolved into Satan, the alias of the Biblical fallen angel Lucifer (and inspired Sutekh the Destroyer, for the *Doctor Who* fans out there). Despite his bad reputation and his mythological struggles with the god Horus, Set was worshiped for a long time.

Dark gods of a less anthropomorphic nature arrived during the heyday of pulp horror fiction, well represented by the aforementioned H.P. Lovecraft and Robert E. Howard. In the Cthulhu Mythos and the tales of Conan, Kull, and Solomon Kane, monstrous entities and the people who revere them often take center stage. Your divine adventurer could worship such beings but believe that compromise and cooperation are possible. You might see those of your faith who seek conflict as having corrupted your god's message. Even so, powers that heal or aid others, such as those of the standard 4th Edition cleric, are likely not a high priority for your hero.

Disdainful, Alien Deities

Many of the primordials of the Elemental Chaos are Lovecraftian in nature. They are powerful enough that devoted followers could potentially access divine energy, but are so alien to the natural world that they cannot be truly understood.

A lack of understanding is part and parcel of the elder aberrations from the Far Realm. Although mind flayers and aboleths generally do not worship gods (some aboleths have outlived gods, so they're not impressed), refusing to acknowledge the superiority of another being, a small minority within each of those monstrous races do pray. Some mind flayers worship the tentacled Ilsensine; an illithid cleric is not out of the question. In 2nd Edition AD&D, aboleths were tied to the worship of Juiblex, the demon lord of slimes and oozes. In 4th Edition, the Faceless Lord, for example, could perform a "divine masquerade," stepping in to help aboleth cultists gain access to divine power. After all, in his view, the more chaos, the better.

Other, less outlandish races in isolated communities that began existence centuries earlier as former illithid or aboleth slaves might pray to the image of an illithid or an aboleth. Clerics of such faiths could tap into divine power through either the deification of an ancient Far Realm entity or the opportunistic actions of another deity. Dishonest gods such as Lolth and Vecna could get pleasure out of masquerading this way, because it would fool mortals, cause strife, and irritate the "superior" illithid or aboleth race.

Speaking of divine deception, what if one of the established good or unaligned deities had been secretly killed and replaced by a masquerading power from the Far Realm? The shadowy and strangely cloaked senior clerics in Corellon's main temple might go unnoticed for a while, at least until one of the faithful happens to notice slime dripping from a cleric's sleeves. In the meantime, the divine abilities of your lower-ranked adventurer in Corellon's service would continue to work as normal. After a period of time during which you suffer disturbing dreams of abandoning your friends, you might awaken to discover that your *healing word* has been replaced by *subversive word* (described below).

Not as repulsive, but equally as alien as Far Realm creatures, are angelic beings from the Astral

Sea. Residents of the heavenly realms of Celestia and Hestavar might be beatific, but they are not immune to temptation or the lust for power. A frustrated angel, banned from punishing wayward mortals as freely as it wishes, could decide to develop a cult to get around the restriction. It could seek out ignorant mortals touched by divine presence at some point, intimidate them into worshipfulness, and convince them to act as deadly weapons in its stead.

INHUMAN DEITIES AND RAVENLOFT

"Divine masquerade" might be no different tactically from how divine power was accessed in the 2nd and 3rd Edition Ravenloft campaign setting. Clerics in that shadowy demiplane were able to use divine magic normally, even in the case of "outsider" clerics from other campaign settings whose contact with their gods was diminished. Either the external gods were answering their clerics' prayers in spite of the mysterious Dark Powers that maintain the demiplane's barrier, or those prayers were being answered by the Dark Powers masquerading as the external gods. Conceivably, overly curious clerics who reach the latter conclusion could go mad, turn to worship of the Dark Powers, or both.

Roleplaying Suggestions

Divine adventurers who worship inhuman deities likely perform their religious duties fervently and act in a deadly serious way even in their everyday activities. Many of them are as antagonistic toward other beings as is their chosen god/demon/giant brain. Such a character would have a difficult time making friends with others in the adventuring party. A "true believer" in the cause of an undying aboleth is unlikely to find common ground with a follower of Pelor or the Raven Queen.

A character who chooses an unknowable deity might have done so for reasons that were personal prior to the character's ordination in a divine class. For instance, a young adventurer might have initially joined the cult or holy order because of her hatred toward a person or society. In time, she settled upon widespread chaos and destruction as effective weapons. (Overkill, perhaps, but revenge is revenge.) Likewise, a bitter noble whose family was exiled for dubious crimes could worship a god of destruction so that he might challenge all self-righteous and lawful authorities. These reasons don't make their faith less genuine, but can explain why they turn to incomprehensible gods.

For those players looking for backgrounds that might aid party unity instead, consider a hero who was enslaved by—or born into slavery under—creatures from the Elemental Chaos or the Far Realm. (Among these unlucky people, the common races are human, elf, githzerai, drow, and gnoll.) To survive, your character displayed remarkable adaptability, and he or she was then elevated to an overseer position—ordained as a divine agent of the god. The hero's faith in the alien god could have been a sham, part of an elaborate escape plan, but if it succeeded in fooling the senior members of the order, it might be sufficient to access divine power in that god's name. Once given, divine power isn't easily taken away. After your hero reveals his or her true character, the rest of the order no doubt declares the adventurer a heretic, bringing a new slate of nasty problems to the campaign. (See "Faith and Heresy" in *Dragon* 397.)

Regardless of background, heroes devoted to inhuman gods usually are trained to seek out weakness. Once you understand the enemies of the faith and their flaws, you can more easily destroy them. As a result, improving your Insight skill and possibly selecting Skill Training (Bluff) could reflect your ability to subvert the weak or make plans to escape your masters' cruelty. More surreptitious agents might choose one of the rogue multiclass feats (such as Twilight Adept) or the assassin multiclass feat Shadow Initiate.

Demigods: With Great Power Comes Not Much Responsibility

"Be not afraid of greatness: some are born great, some achieve greatness and some have greatness thrust upon them."

–William Shakespeare,
Twelfth Night, Act II, Scene V

Replace "greatness" with "godhood" in the Bard's quotation, and you've got the essence of the demigod. Whether these beings are part of a god's family tree or the result of exposure to the divine equivalent of the Fantastic Four's cosmic rays, the realms of fantasy and mythology are full of immensely powerful beings who meet the qualifications for godhood but remain closely tied to the mortal world or conduct themselves in decidedly nondeific ways. Followers of such deities have an opportunity that is denied to followers of other gods: They might encounter the entities they revere in the flesh!

Many such demigods, however, aren't even aware that they have worshipers. Those that are aware of worshipers often have no particular use or desire for them.

Mythology and Fiction

Recall again the tales of Earth's ancient gods, where the escapades, doomed romances, and extramarital affairs of Zeus and others resulted in half-god, half-mortal offspring. Perhaps the best known of these is the Greek Heracles or, as he is known to Romans and TV fans, Hercules. The son of Zeus/Jupiter is generally thought of as a superstrong man. He was also worshiped by Greek and Roman followers who, after hearing of his (to coin a phrase) Herculean theft of cattle, prayed at shrines and temples for this being to provide food for them as well.

Hindu mythology also refers to demigods, although the description is a little different. Here, former mortals became divine beings known as devas (partially inspiring the Dungeons & Dragons race of that name), who were worshiped.

The mythology of ancient Egypt routinely featured demigods. These beings sometimes appeared as the result of a divine dalliance. More commonly, the pharaohs were treated as living gods. They received prayers both during their lives and after their spirit entered the Lands of the West.

In fiction, the previously mentioned Fafhrd and the Gray Mouser tales by Fritz Leiber present an unusual situation. Within the appropriately named domain of Godsland, deities occasionally aided mortals. Within the city of Lankhmar reside demigods who don't bother with clerics. If people want to show their devotion, they can leave gifts. (Leiber's Nehwon cosmology also includes Gods of Trouble, who do have clerics capable of using divine power, even if these gods care nothing for their followers.) If your group were to use Leiber's stories as inspiration for your campaign—a wise move—divine heroes in the service of such demigods could be a relatively new development. Even the god in question has no idea how it'll turn out. To balance the oddity of—and potential DM headaches resulting from—divine adventurers' face-to-face briefings with their chosen gods, consider making some of the classes' powers or features a little less reliable. This detriment could reflect the gods' earthbound status. For example, a saving throw rule option is offered in "New Divine Character Options" below.

In a similar vein, the Lords of Chaos in Moorcock's Elric series come across as extremely powerful demons, as opposed to high-minded deities. Perhaps these demon lords somehow benefited from a windfall of divine power. As a result, these sadistic, manipulative beings have their divine followers.

Drawing upon Moorcock's fiction, you could create a cult devoted to a demon that has adopted the guise of a god (it's an easier way to grab willing souls). Taking a page out of Robert E. Howard's classic Solomon Kane and Conan tales, the god in question could be a pulsating, monstrous thing from either the depths of the earth or the vilest sewer, where it came upon an artifact and absorbed divine power. Alternatively, your group's archenemy could be a lich or other powerful foe nearing the fulfillment of his nefarious epic destiny. He seeks and has found servitors to provide the final divine surge.

Demigods

Many campaign settings have embraced demigods in their pantheons. The Forgotten Realms setting, for instance, has divine agents who revere "quasi-deities" such as Gwaeron Windstrom, the Red Knight, Sharess, and Velsharoon. In the 2nd Edition Birthright campaign setting, the major gods happen to be mortals who were present at the divine equivalent of the 1908 Tunguska explosion and were transformed into deities on the spot.

Following this pattern, feel free to modify the core pantheon so that one or more of the gods are physically manifest, creating a plethora of theological and political complications. For instance, many warriors and athletes pray to Kord before a battle or competition, each side confident that it will receive his blessing. But if Kord were physically present at such

an event, might he choose a favorite? Might he enter the competition or the battle himself, deciding in the throes of combat who to favor? Such acts could shake the faith of some believers while impressing others with the god's survival-of-the-fittest attitude.

Certain demons and devils have recruited enough mortal followers to achieve godhood or a close approximation. For worthy examples, see Yeenoghu, the Demon Prince of Gnolls (*Dragon* 364) and Baphomet, the Prince of Beasts (*Dragon* 369).

Your campaign might also incorporate godhood arising from a lucky happenstance or the culmination of a master plan. The epic destinies Chosen and Demigod, in particular, make it possible for mortals to purposefully achieve a measure of deification. A nonplayer character who the adventurers met and worked with at the beginning of their careers could wind up as a deity with worshipers by the time characters reach the epic tier. Having known a demigod before he or she achieved godly status could turn out to be a boon or a curse.

Roleplaying Suggestions

Your divine hero's behavior might depend on the spiritual—and physical—proximity of your chosen deity. If your god is someone who can be contacted directly, you could be overwhelmed with humility or inflated with conceit. ("Yes, that's all very interesting, but as my god told me yesterday over lunch . . .") If your god has a violent, temperamental nature, you could be extremely anxious or driven to succeed. Unlike most agents of a god, you know that your deity doesn't look kindly upon failure, because he said so straight to your face or provided a memorable graphic example of your former superior.

Followers of such beings sometimes start down that path because the god or demigod directly intervened on their behalf or that of a loved one. Alternatively, they're lured by the perceived access to divinity and the power that such access could bring. As is often the case when following charismatic people who promise much, disillusionment soon follows. Even if you're playing a divine adventurer who no longer has great faith in your god, you can use divine power freely, no matter where you go. Depending on your god's ambitions and the cult of personality that develops around that being, none of your cohorts might notice that you're gone.

New Divine Character Options

As described above, the spiritual connection between your divine hero and his or her chosen deity—or the power of the deity itself—might not be as strong as it is in a standard D&D campaign. Normally, this remoteness has little effect on the way that divine adventurers use their gifts or the nature of their powers. Here in Unearthed Arcana, however, options exist to make such characters' diminished contact or different priorities a tangible, thought-provoking part of the campaign.

UNEARTHED ARCANA

As an Unearthed Arcana article, this text presents unofficial variants for the Dungeons & Dragons game. You won't find these options in the *D&D Character Builder*, the *D&D Compendium*, or any printed rulebooks. If you'd like to use these divine hero options for your character, be sure to discuss it in advance with your DM and get his or her approval.

For All Divine Characters

At the start of each day, roll a d20. This roll cannot be modified in any way.

19-20: Your connection to divine power is unusually strong today. As a result, during your first combat encounter today, you can use one of your divine encounter attack powers twice.

3-18: Your connection to divine power is as strong as ever, and you can use your abilities as normal.

1-2: Your connection is weaker today, resulting in the loss of one use of a divine encounter attack power during your first combat encounter today. Effectively, this means that when you have used every divine encounter attack power you have during that encounter except for one, you can't use the last one.

For Avengers

You can substitute the channel divinity power *divine identification* for *divine guidance*.

Divine Identification **Avenger Utility**

Believing your prey to be close, you whisper the name of your god to sharpen your perceptive powers.

Encounter ✦ Channel Divinity, Divine
Minor Action **Personal**

Effect: The next attack made by each target before the end of your next turn deals 4 extra damage of the chosen type (6 extra damage at 11th level and 8 extra damage at 21st level).

Special: The power can target one additional ally in the burst.

For Clerics

You can substitute the channel divinity power *negate healing* for *divine fortune*.

Negate Healing — **Cleric Utility**

Calling upon divine power, you deny an opponent a chance to heal during battle.

Encounter ✦ Channel Divinity, Divine
Immediate Interrupt **Ranged** 5
Trigger: An enemy within 5 squares of you regains hit points or gains temporary hit points.
Target: The triggering enemy
Effect: The target doesn't regain the hit points or gain the temporary hit points.
Special: You can use only one channel divinity power per encounter.

In addition, you can substitute *subversive word* for *healing word*.

Subversive Word — **Cleric Attack**

With a whispered prayer, you call upon destructive divine energy to siphon the life force of an enemy.

Encounter (Special) ✦ Divine, Necrotic, Radiant
Minor Action **Ranged** 5
Requirement: You must have a healing surge remaining.
Target: One enemy
Effect: You lose a healing surge, and the target takes necrotic and radiant damage equal to your healing surge value.
Level 11: The target takes 1d6 extra necrotic and radiant damage.
Level 21: The target takes 2d6 extra necrotic and radiant damage.
Special: At 16th level, you can use this power twice per encounter, but only once per round.

For Paladins

You can substitute the channel divinity power *specter's shield* for *divine mettle*.

Specter's Shield — **Paladin Utility**

As your enemy strikes, your shield displays a distorted, ghastly reflection, revealing the shadowy, terrifying figure that awaits him in the near future.

Encounter ✦ Divine, Fear
Immediate Reaction **Close** burst 5
Trigger: An enemy within 5 squares of you attacks you.
Target: The triggering enemy in the burst
Effect: The target takes a penalty to all defenses equal to your Charisma modifier until the end of your next turn.

For Runepriests

You can substitute *rune of elemental attuning* for *rune of mending*.

Rune of Elemental Attuning — **Runepriest Utility**

You invoke this rune to shield you and an ally from an elemental attack.

Encounter ✦ Divine, Runic
Minor Action **Close** burst 5
Targets: You and one ally in the burst
Effect: Choose acid, cold, fire, lightning, or thunder. Until the end of the encounter, the target gains resist 5 to the chosen damage type.
Rune of Destruction: Choose acid, cold, fire, lightning, or thunder. You and the affected ally can add that damage type to your attacks until the end of your next turn.
Rune of Protection: The targets for this power are you and two allies in the burst.

Create Your Own God

Adventuring on behalf of—or against—a religious belief is one of the classic motivations for heroes with divine power. Bringing that approach to life in your campaign might require a deity or religion that doesn't exist in history, fiction, or an established D&D setting. The following material aids in the quick creation of a novel god, whether as the foundation of a dead religion or the inspiration for a passionate flock of followers.

Roll randomly or choose the options that best serve the story you're telling. Many of the results fit the themes presented above. Keep in mind that these suggestions are starting points for your own brainstorming. For instance, if a roll determines that a god's worshipers "shun cats," you could use any animal in place of cats or you could say that the worshipers revere cats. The tables are meant to spark your thinking, not dictate it.

1d10	Alignment	Origin	Goals	Personality 1	Personality 2	Appearance	Appearance
1	Lawful good	Far Realm	World domination	Arrogant	Lazy	Humanoid	Wings
2	Lawful good	Elemental Chaos	Planar domination	Coarse	Meticulous	Avian	Horns
3	Good	Abyss/demonic	To be left alone	Cruel	Mocking	Insectoid	Steaming body
4	Good	Astral Sea/angelic	Fulfillment of lustful urges	Curious	Positive	Mammalian	Stinger
5	Unaligned	Shadowfell	Happiness of followers	Energetic	Restless	Reptilian	Tentacles
6	Unaligned	Feywild	Dedication of followers to a certain code (e.g., strength, deception, compassion)	Fearful	Sharp	Plant	Shimmering
7	Evil	Part of divine bloodline	Nihilism	Gloomy	Strict	Tentacled	Slimy
8	Evil	Mortal who has gained power	Preservation of the status quo	Gregarious	Stubborn	Ever-changing	Glowing eyes
9	Chaotic evil	Unknown/amnesiac	Recognition by other gods of excellence, prowess, or power	Indifferent	Trustworthy	Amorphous	Metallic parts
10	Chaotic evil	Alien or technological	Vengeance on mortal enemies or other gods	Jealous	Wicked	Gaseous	Prehensile tongue

1d10	Bloodthirstiness	Hated By	Attitude	Sphere of Worship
1-2	Gentle, passive	Gods of differing alignments	Indifferent or unaware	A few true believers, sworn to total secrecy
3-4	Even-tempered	Gods of the same alignment	Encouraging	Mostly cults, tribes; referred to in whispers and lost tomes
5-6	Prone to anger	Family members or former allies	Tolerant or friendly	No more than a few hundred know of it; discovering location of a cult is one of the initiation tests
7-8	Enjoys violence and bloody sacrifices	All gods	Condescending, manipulative	A few thousand worshipers; existence is public, but membership is by invitation only
9-10	"Rip them to shreds!"	None/not considered worth hating	Contemptuous	Widespread worship; completely open to new followers

1d20	Significant or Odd Interests	Main Flaw	Followers' Quirks/Superstitions (roll twice)
1	Arts, literature	Narcissistic	Avoid mirrors
2	Quest for knowledge	Greedy	Proudly display facial tattoos/earrings
3	Bravery, fortitude	Apathetic	Shun cats; nongood followers might attempt to harm them
4	Physical appearance (self and/or mortals)	Overconfident	Keep hands covered in public
5	Dreams	Lustful	Kiss the doorway on the first visit to a dwelling
6	Enlightenment	Curious	Wear mummified animal or body part around neck
7	Torture	Deranged	Respond to a nonbeliever's idea with a counterargument, regardless of personal opinion
8	Innocent mortals (as symbols of purity)	Inferiority complex	If offered a knife, give that person a coin, or know that you will one day be enemies
9	Innocent mortals (as delicacies)	Reliant upon phylactery or other item	Sleep under the open air or in rooms that do not have corners only
10	Obsession about the future	Haunted by spirits of victims*	Hair is often lank and oily, resembling greasy tentacles
11	Dragons	Addicted to sensation	Collect soil samples from each town visited
12	A particular animal type (e.g., toads, lions)	Imprisoned or nearly dead	Relish sensations of pain
13	Time travel	Part of an inconvenient yet sticky alliance	Rhyme whenever possible, especially during conflict
14	Mortal interaction	Recklessness	Reluctant to share names; names hold power
15	Nature of religion or magic	Senile	Whisper to unseen people
16	Physical combat	Envious	Greet everyone with strong hugs (motives vary depending on god)
17	Extreme heat and/or cold	Paranoid	Settle debates with contest, e.g., Three-Dragon Ante, arm wrestling, poison tolerance
18	Eyes	Merciful	Must enter a home through the darkest/brightest entrance visible
19	Doorways	Theatrical	React vehemently to any insult
20	Arguments	Proud	Believe that "7" is a holy number; hail its appearance

* Either those slain by the god (directly or indirectly) or those whom the god failed to protect.

1d6	1d6 again	Domain*
1	1	Arcana
	2	Change
	3	Civilization
	4	Creation
	5	Darkness
	6	Death
2	1	Destruction
	2	Earth
	3	Fate
	4	Freedom
	5	Hope
	6	Justice

1d6	1d6 again	Domain*
3	1	Knowledge
	2	Life
	3	Love
	4	Luck
	5	Madness
	6	Moon
4	1	Poison
	2	Protection
	3	Sea
	4	Skill
	5	Storm
	6	Strength

1d6	1d6 again	Domain*
5	1	Strife
	2	Sun
	3	Torment
	4	Trickery
	5	Tyranny
	6	Reroll this d6
6	1	Undeath
	2	Vengeance
	3	War
	4	Wilderness
	5	Winter
	6	Reroll this d6

* See related feats and channel divinity powers in Divine Power—select two or three domains for the god

About the Author

Ken Hart has edited and written a number of RPG supplements and adventures. Past contributions include Goodman Games' *Dungeon Crawl Classics* and *Etherscope*. With coconspirator Jeff LaSala, he wrote "Faith and Heresy" in *Dragon* 397. He has also contributed to the forthcoming anthology *Foreshadows: The Ghosts of Zero*. Hart lives with his wife and daughter in northern New Jersey and is trying to convince his 4-year-old that the Dread Dormammu is cool, despite his name. He blogs about gaming, Survivor, and pop culture at ken-of-ghastria.livejournal.com.

Ken would also like to express his gratitude to Jeff LaSala for insights and feedback on this article.

Nerathi Legends

Sarthel, City of Silver

By Richard Baker

Illustration by William O'Connor
Cartography by Adam Gillespie

"Mind your manners and watch your purse, my boy. Sarthar have a delicate sense of honor, and they're quick to draw steel when you offend it."

On the shores of Lake Sarn stands the city-state of Sarthel, the largest and most prosperous city remaining in the heartland of old Nerath. The city's foundries and workshops produce jewelry (especially silverwork) and goods known for hundreds of miles around. In this dark and doubtful age, few cities thrive as Sarthel does . . . but a deadly threat lies hidden in the very heart of the city.

Gold is king in Sarthel, and the city is constantly humming with trade and speculation. The city's noble families own mercantile empires that bring in raw goods from places as close as Therund or as far as the Free Cities of Zembar. Dozens of guilds of artisans compete fiercely to turn out the finest jewelry, silverware, blades, and clothing. Trade is a bare-knuckled affair, and more than a few commercial rivalries between noble families or guilds are resolved with duels or riots. The people of Sarthel are notorious for their quick tempers, and they see rivals and competitors as their worst enemies.

Sarthel is a surprisingly old city, dating back two thousand years or more. It first grew to prominence as a provincial capital in the tiefling empire of Bael Turath. Many of the city's cellars, sewers, and streets date back to those early days.

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Centuries after the Turathi overlords of Sarthel were overthrown, the city-state fell under the influence of a rising new power: the human-dominated Empire of Nerath. Unlike other towns and cities of old Nerath, Sarthel weathered the wars and plagues that brought down the empire, protected by its sturdy walls and defensible location. Much of the surrounding area was devastated, but Sarthel survived more or less intact.

In the hundred years since Nerath's collapse, Sarthel has slowly established itself as a regional power and center of civilization in an otherwise wild and desolate land. Some of the city's lords eye the smaller, scattered towns of the Dragondown Coast only a hundred miles to the east and dream of making Sarthel into a republic—or a kingdom. But Sarthel now faces a dark and deadly peril: The city lies in the grip of the Iron Circle, a secretive and powerful cult dedicated to the worship of Asmodeus, Lord of Hell.

SARTHEL AT A GLANCE

A great city by the standards of the small towns and feudal states of the Nentir Vale, Sarthel is wealthy but decadent and corrupt. The city is known for its metalworkers, especially its jewelers and silversmiths. The western reaches of the Draco Serrata are rich in copper and silver, providing ample material for the smelters. The Blackfall Vale produces grain, olives, oranges, and other crops that grow well in arid environments. The dry grassland surrounding the city is good cattle country; beef, cheese, and leather are plentiful. Sarthel imports wood, textiles, and raw materials.

Population: Roughly 15,000 people live in Sarthel, with more in outlying villages and farmlands along the Blackfall Vale. About two-thirds of the population is human. Dwarves, halflings, and tieflings are the most numerous nonhumans, and each congregate in different districts.

Government: Sarthel is ostensibly ruled by a Council of Lords, a body consisting of about twenty hereditary nobles. The council appoints a High Seneschal as the leading civic official, who runs the city's daily affairs. However, the council and the city bureaucracy have been subverted by the Iron Circle. The secretive cult now holds effective control of the city.

Defense: A strong wall forms a half-ring around the city; Lake Sarn guards the rest. Sarthel has a small standing army of about 200 cavalry and 800 foot soldiers, but each of the noble families commands scores of mercenaries and loyal guards.

Inns: The Sarnview Inn near the city's east gate caters to travelers, offering decent lodgings at a good price.

Taverns: The Thirsty Rider is a rough taproom favored by cattlehands and laborers in the western district. The Silver Cup is a wine shop and banquet hall favored by many of Sarthel's wealthy and influential citizens, although travelers might find trouble in the form of quarrelsome young nobles quick to draw blade against any insult, real or imagined.

Sarthel's Power Structure

In most times, the business of Sarthel is business. All of that rivalry and competition continues on the surface, giving Sarthel an appearance of normalcy—but now someone is pulling the strings. The cult known as the Iron Circle controls many nobles and city officials, giving the secretive High Adept Tynaron power over the city.

The Council of Lords

With the collapse of imperial authority a century ago, the leading noble families of Sarthel established a Council of Lords to govern the city. The council consists of the ranking noble in each family, but it rarely meets as a body—many of the lords are content to delegate authority to the High Seneschal. Instead, the lords use their position on the council and their influence over the civic bureaucracy to jockey for the best mercantile licenses and most important civic offices. Many of the powerful noble families are fierce enemies.

House Avrul is considered the foremost noble family of Sarthel. They control the routes to the rich southern land of Nath Mornal, Sarthel's largest and wealthiest trading partner (and incidentally home to the Citadel of Iron's Grasp). Likewise, Avrul controls many of the highest-ranking positions in Sarthel's army. The self-styled Duke Aron Avrul, who also holds the position of Marshal of Sarthel, leads the house. He was a formidable soldier in his youth, but Avrul's days of discipline and deprivation are behind him; now well into middle age, he takes the field only if he has a luxurious pavilion in which

to sleep and scores of servants to provide for his comfort.

House Padumor is an old foe of the Avruls. Its commercial interests are strongly allied with the city's silversmith guild and jewelers guild. In a city where nobles are noted for their prickliness, the Padumors are the worst of the lot; just about every Padumor is an expert duelist looking for a reason to take offense. Their ancient matriarch, the Comtessa Verna Padumor, nominally rules the Padumors. However, practical leadership of the house now rests with Verna's son Hordan, soon to be the Comte Padumor.

One of the smaller families is House Imbran, noted for its half-elf heritage. The Imbrans are in the olive and olive oil trade, and they also deal in fine leather from the outlying ranches. More important, Lord Bandor Imbran—a dignified young half-elf noble only thirty years of age—has taken it upon himself to expose and uproot the Iron Circle at any cost. Lord Imbran is one of the few leaders in Sarthel who suspects just how far the Iron Circle's chains reach, and he greatly fears that the cult will soon move to elevate one of the larger families to a throne, raising a tyrant to rule over Sarthel. He is quietly seeking trustworthy adventurers to lead the crusade.

The High Seneschal

Stern and sharp of tongue, the human mage Klaran Meitor currently holds the scepter of the High Seneschal. He is an intimidating figure: a scowling lean, balding man with a stiff black beard peppered with silver and gray. Klaran was appointed to his position ten years ago, and to date he has successfully ignored all but direct orders from the Council of Lords, keeping the city running better than it has in decades.

As High Seneschal, Klaran Meitor oversees a nepotistic civic bureaucracy in which various relations of the council houses fill the most rewarding offices. The nobles of Sarthel have spent centuries fighting over which posts their nieces, nephews, and distant cousins hold. That much Meitor could handle with ease, but now the ever-present corruption in the ranks of the city officials has a direction and a purpose. Meitor has already survived two assassination attempts from Iron Circle minions, and he knows all too well that he can't trust the officers and officials who report to him—some among them are certain to be secret members of the Iron Circle.

The Iron Circle

While the city lords squabble and the civic officials line their own pockets, the true power in Sarthel now lies in the hands of a secretive society known as the Iron Circle. Scores of Sarthel's most powerful and influential citizens have been drawn into the society.

At one level the Iron Circle operates completely in the open—its banner flies above an old keep on the outskirts of town, which is now known as the Iron Tower. Warriors in crimson mail and black-robed adepts guard its ramparts, and they also patrol the streets of Sarthel. The Iron Circle claims to be a military entity that desires nothing more than to bring peace, order, and justice to all lands. Within Sarthel's walls, the organization is reasonably well behaved, and from Sarthel, Iron Circle companies march forth to seize strongholds in the borderlands and bring lawless areas under their rule.

Beyond the ordinary rank and file of the Iron Circle lies a secret order of "knights," who are initiated into the true purpose of the order—the worship of Asmodeus and the spreading of his dominion over the world. When gathering together, the initiates disguise themselves, guarding their identities beneath masks of crimson cloth. Even if a city leader is revealed to be a member of the Iron Circle, the cultist cannot betray any of his or her fellows, because he or she does not know their identities.

The Adept of Chains

The master of the Iron Circle in Sarthel is a powerful human adept known as High Lord Tynaron. Unlike most of the other cultists, he knows each member of the Iron Circle in the city, since he requires all cultists to unmask in his presence unless he instructs them otherwise (to keep other cultists present from learning each other's identities). Tynaron is a short, stocky man of about fifty years, clean-shaven, with silvered hair and noble features. He is intelligent, with a natural magnetism sharpened by years of experience in manipulating and intimidating others.

Tynaron harbors a secret not even his closest minions suspect: He is a damned soul, sent back from the Nine Hells to work more wickedness in the world. His eyes glow with a fiery light when he becomes angry, and he is armed with hellish powers to advance Asmodeus's purposes in the mortal world. With a word, Tynaron can summon dark hellfire or infernal chains of red-hot iron to scourge his enemies and intimidate his followers.

High Lord Tynaron Level 11 Elite Controller (Leader)
Medium natural humanoid, human XP 1,200

HP 228; **Bloodied** 114 **Initiative** +7
AC 25, **Fortitude** 23, **Reflex** 22, **Will** 25 **Perception** +14
Speed 6
Resist 10 fire, 10 necrotic
Saving Throws +2; **Action Points** 1

Traits

Lashing Chains ✦ **Aura** 2
Protoplasmic chains surround Tynaron in battle, flailing at nearby foes. Enemies within the aura cannot shift, and any enemy that ends its turn in the aura takes 5 damage.

Standard Actions

Brazen Rod (fire, weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +16 vs. AC
Hit: 1d10 + 5 damage, and ongoing 10 fire damage (save ends). Tynaron slides the target up to 3 squares.

Hellfire Bolt (fire, implement, necrotic) ✦ **At-Will**
Attack: Ranged 10 (one creature); +14 vs. Reflex
Hit: 2d6 + 7 fire and necrotic damage, and the target is dazed until the end of Tynaron's next turn.

Chains of Dis (fire, implement) ✦ **Recharge** ⚅ ⚄ ⚃
Attack: Area burst 2 within 10 (creatures in the burst); +14 vs. Reflex
Hit: 2d8 + 5 damage, and the target is restrained and takes ongoing 10 fire damage (save ends both).
Miss: Half damage.

Minor Actions

Infernal Command (fire) ✦ **Recharge** when first bloodied
Effect: Close burst 5 (one ally in the burst). Tynaron slides the target up to 3 squares, and the target gains 20 temporary hit points. Until those temporary hit points are gone, the target's melee attacks deal 5 extra fire damage.

Triggered Actions

Burning Rebuke (fire) ✦ **At-Will**
Trigger: An enemy within 3 squares of Tynaron hits him with an attack.
Attack (Immediate Reaction): Close burst 3 (triggering enemy); +14 vs. Will
Hit: 2d10 + 7 fire damage, and the target is weakened until the end of its next turn.

Skills Bluff +15, Insight +14, Religion +13
Str 15 (+7) **Dex** 14 (+7) **Wis** 18 (+9)
Con 18 (+9) **Int** 17 (+8) **Cha** 21 (+10)
Alignment evil **Languages** Common, Draconic
Equipment brazen rod

Exploring Sarthel

Sarthel consists of three sprawling rings nestled against the lakeshore, all sheltered within the formidable city wall. The outermost ring (the farthest from the lake) is known as the Wall Ward. It's home to many of the city's warehouses, stockyards, trading houses, and foundries. The middle ring, referred to as the Low Ward, is where most of the common people live, along with the hundreds of stores, workshops, taprooms, and other such businesses catering to the general public. The innermost ring, close by the lakeshore, is called the High Ward. It's where one finds the city's temples, the counting houses, the manors of the noble families, and many of the civic buildings. The wards are not clearly delineated and bleed into one another.

Alamarid Palace

More properly described as a citadel than a palace, the Alamarid is the seat of the city government. It was formerly the palace of the Nerathan lord-governor who ruled Sarthel, but since the passing of the empire, it has served as the meeting place of the Council of Lords and the palace of the High Seneschal. The Alamarid sits on top of a low, rocky hillock at the north end of town, overlooking the lakeshore. It is finished in a warm, honey-yellow marble quarried from the nearby mountains, and it appears to glow in the early morning light.

Most city records are housed here, and large parts of the palace are given over to the offices of various city officials, including the High Magistrate and his courts. The fortifications around the Alamarid's lower heights command much of Sarthel and serve as a barracks for one cohort of Sarthel's army.

The Dark Maze

Beneath Sarthel's streets lie the foundations and hidden vaults of the ancient Turathi city that once stood here. Much of this older work serves as the sewers for the Sarthel today, but isolated cisterns, buried catacombs, secret tunnels, and more pockmark the area beneath the High Ward and Low Ward. The upper reaches of this labyrinth serve as a refuge for gangs of thieves and bands of smugglers, and they are haunted by a number of monstrous scavengers. The lower depths are home to buried Turathi shrines and vaults, many of which still hold ancient treasures—and monstrous guardians.

Pelarbin

Despite its location on a deep lake, Sarthel is not a port; the River Blackfall is not navigable between Lake Sarn and the Gulf of Kul. Instead, Sarthel's commerce and trade moves southward to the small town of Pelarbin on the coast. A good stone road runs 15 miles through a wide saddle in the coastal hills, linking Sarthel to its seaport. Pelarbin is exposed to storms from which Sarthel is protected, and the steep hillsides facing the sea have long prevented it from growing anywhere near as grand as its neighbor. Many Sarthar trading houses and firms maintain docks and warehouses on Pelarbin's wide strand, linking Sarthel to distant lands.

Temple of the Golden Flame

The largest of Sarthel's temples is the Temple of the Golden Flame, which stands in the grand Temple Square near the center of the city. The temple is named for a dancing jet of holy fire that springs from a large brazier in its central dome. According to the temple priests, the flame marks the spot where a vision or manifestation of Erathis appeared and bestowed her blessing on the city. The Golden Flame is a pantheistic temple, but Erathis is regarded as a first among equals and revered as the special patron of Sarthel.

The temple is home to a dozen priests and acolytes, plus guards, scholars, and servants. The head of the temple is the Hierarch Yasmina Nagal, a human woman of sixty who attained her position through the work of House Nagal. Despite this, she is careful not to allow family considerations to govern her decisions. Yasmina is struggling to deal with a sharp decline in the public's interest in the temple; the Iron Circle has recruited many of her worshipers, and it has worked to discredit others by exposing bribery and scandal (some deserved, some seemingly manufactured).

Beyond the Walls

Sarthel lies in a high, semiarid plateau between the Draco Serrata Mountains to the north, and the lower Golden Hills to the south. Mines and quarries dot the foothills of both ranges. This upland is known as the Sarn Plateau, and it extends from the lowland forests of eastern Therund to the plain surrounding Lake Sarn. Much of the plateau is dry grassland, broken by copses of hardy trees. It's thinly populated, with widely scattered ranches and mines in the mountain foothills. The ground is not especially fertile, except in the valley of the wide Blackfall River. This ribbon of farmland extends fifty miles or more from Sarthel, and its villages and freeholds feed the city. Small garrisons of soldiers guard the more important villages and outposts; the region within a day's travel of the city walls is well patrolled and reasonably safe from bandits and monsters.

ADVENTURES IN SARTHEL

Heroes looking for adventure in Sarthel won't have to go far. Here are a few ideas.

Vendetta: Open feuding breaks out between two rival houses. The heroes are hired by one house to counter the mercenaries employed by the other, and they're asked to strike at the other house's holdings and assets.

The Dark Maze of Sarn: The heroes find an entrance to a previously unexplored portion of the Dark Maze.

Infiltrate the Iron Circle: Lord Bandor Imbran hires the heroes to infiltrate the secret society and discover its true purpose by pretending to sign up, and then working their way up through the ranks.

Bring Down the Iron Tower: The High Seneschal hires the heroes to investigate a series of mysterious disappearances. The trail leads into the secret ritual chambers beneath the Iron Tower, where the unfortunate captives are magically dominated and smuggled out of Sarthel to a life of slavery in the south. The heroes must fight their way in and confront the cult's hidden leader.

Once one travels more than ten miles or so from the city, or leaves the cultivated region along the Blackfall, the land quickly reverts to wilderness. To the north, the rugged heights of the Draco Serrata pose a formidable obstacle to travel between Sarthel and the small towns of the Dragondown Coast. Eastward lie the broken ridges and forest-choked vales of the Kulgard Peninsula, a region infested with hungry manticores and tribes of warlike gnolls.

The arid plains and dry woodlands east of Lake Sarn were once settled, but the area was virtually depopulated a hundred years ago in the great wars that marked the end of Nerath. Bloodthirsty reavers from Winterskull ravaged the isolated towns here again and again. Today, travelers following the old imperial road from Sarthel to Avankil at the mouth of the Blackfall pass through a dry, desolate region of abandoned farmsteads, ruined keeps, and ruthless bands of outlaws.

About the Author

Richard Baker is an award-winning game designer who has written numerous adventures and supplements, including *Manual of the Planes*™, the *Dark Sun*® *Campaign Guide*, and the *Gamma*® *World Roleplaying Game*. He's a New York Times bestselling author of Forgotten Realms® novels such as *Condemnation*, the Last Mythal trilogy, and the Blades of the Moonsea series. Rich is currently the Design Manager for the Dungeons & Dragons® game at Wizards of the Coast.

Heroes of Shadow

Ki Focuses

By Rodney Thompson

Illustration by Ben Wootten

Ki focuses are special implements that confer magical abilities on their owners through attunement with that focus. Unlike normal implements, a ki focus grants the wielder the ability to transfer that magic into any weapon he or she wields at the time.

Player's Option: Heroes of Shadow™ describes ki focuses this way:

> A ki focus is an implement that certain characters use as a focus for their inner magical energy, known as ki. A ki focus might take the form of a training manual, a scroll of ancient secrets, a blunt training weapon, or a cherished memento.
>
> **Attunement:** Before you can use a ki focus, you must attune yourself to it. To attune yourself to a ki focus, you must have the item on your person during a short or an extended rest and must have proficiency with ki focuses. Some characters study their ki focus to attune themselves to it. Others meditate with it or wield it as they practice fighting techniques. The ki focus that you are attuned to occupies your ki focus item slot.
>
> Whenever you take a rest, you can attune yourself to a ki focus in your possession, but you can be attuned to only one ki focus at a time. Also, only one creature at a time can be attuned to a particular ki focus. Once you attune yourself to a ki focus, no one else can be attuned to it until you are no longer attuned to it or you are dead.
>
> **Using a Ki Focus:** Once you have attuned yourself to a ki focus, you must either wear it or hold it in order to use it as an implement.
>
> **Ki Focuses and Weapon Attacks:** If you use a magic ki focus, you can add its enhancement bonus to the attack rolls and the damage rolls of weapon attacks you make using a weapon with which you have proficiency. If you have both a magic ki focus and a magic weapon, you choose before you use an attack power whether to draw on the magic of the ki focus or that of the weapon. Your choice determines which enhancement

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bonus, critical hit effects, and magic item properties and powers you can apply to that power. You can't, for example, use the enhancement bonus of your ki focus and the critical hit effect of your magic weapon on the same attack.

The following ki focuses didn't make it into *Heroes of Shadow*. We're offering them here to give vampires, assassins, and other classes that use ki focuses more options in magic implement selection.

Bloodthirsty Ki Focus

It is said that most of the surviving *bloodthirsty ki focuses* once belonged to powerful vampire lords, who used them to record knowledge of the profane rituals they performed to draw in more and more shadow power. These relics, whose owners likely turned to dust long ago, impart teachings that draw on their own bloodthirstiness to bring down their enemies quickly.

Bloodthirsty Ki Focus Level 4+ Common

This stone in the shape of a five-pointed star has been sharpened down to a razor's edge at each point. Lines upon lines of shadow magic teachings have been painted upon the stone surface in a dark brown ink that looks like dried blood.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Ki Focus)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: When you use this ki focus to make an implement attack or a weapon attack against a bloodied enemy, you gain an item bonus to the damage roll against that enemy. The bonus equals the implement's enhancement bonus.

Devastating Ki Focus

Said to be a fragment of chronicles written by long-dead slave scribes, the *devastating ki focus* contains the lore of ancient death giants etched on its surface. This fragment is but one part of many such pieces of a much lengthier tale, each one conveying only a fraction of the knowledge that comes from that dark chronicle.

Devastating Ki Focus Level 5+ Uncommon

This small triangular slab appears to be made of some deep green stone, mottled with flecks of black and covered in runed etchings. The slab fits in one hand but seems far heavier than it should.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Implement (Ki Focus)
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus
Property: When you roll damage for an implement attack or a weapon attack with this ki focus, any die that shows a 1 or a 2 instead deals 3 damage.

Envenomed Ki Focus

The first *envenomed ki focus* was created by members of one of the earliest assassin guilds whose fondness for poisons became an obsession. It was said that the creators of this ki focus treated their poisons like sacred wine, and built up immunity to them by consuming the poisons in unhealthy doses. Though many died, those who were not killed experienced visions in their near-death torpor—visions that revealed the secrets of shadow magic. Those revelations were used to create ki focuses imbued with the sacred venom.

Envenomed Ki Focus Level 2+ Common

This item looks like a bracelet made of green-tinted steel, in the shape of a thorny vine. Etched into the surface of the bracelet are magical teachings that fill your ki with venom.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Ki Focus)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: When you make a poison damage roll using this ki focus, you gain an item bonus to the damage roll. The bonus equals this implement's enhancement bonus.

Final Sleep Ki Focus

Once considered to be among the most sought-after collections of knowledge in the Shadowfell, the *final sleep ki focus* is a treatise on the weaknesses and vulnerabilities of almost every creature known to exist. Some believe that this ki focus was created by an exarch of the Raven Queen as a gift of knowledge for one of her servants. However, the power of the book was too great– and when it was placed next to an unrelated tome, the *final sleep ki focus* copied itself into the other book. In this way, the book spread, and many copies were made. Though much of that potency has faded from the *final sleep ki focus*, the pages within still display hints of a greater magic.

Final Sleep Ki Focus — Level 3+ Uncommon

This small manual's plain black leather covers contain illustrations of the vulnerable points on a variety of creatures. The contents change each time you open the book, and as you flip from page to page you never seem to reach the book's end.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Ki Focus)
Enhancement: Attack rolls and damage rolls
Critical: +1d12 damage per plus
Property: Right after you reduce an enemy to 0 hit points with an implement attack or a weapon attack using this ki focus, you can shift 1 square as a free action.

Magic Ki Focus

A ki focus provides its wielder with a source of magical power that can be transferred to the weapons and spells wielded by the owner. It is more than a simple magic item; it represents the owner's ability to create practical applications of magical knowledge.

Magic Ki Focus — Level 1+ Common

This ancient scroll looks as if it is about to crumble to dust, but the magic within its text keeps its form intact. By studying the writings, you focus your ki into a potent weapon.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Implement (Ki Focus)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Shadow Master Ki Focus

Few who sacrifice a part of themselves for a greater understanding of the Shadowfell have been willing to part with that plane's secrets. It is said that in bygone days a great scholar, once among the most devoted servants of Ioun, willingly gave up a part of his own soul to the forces of shadow in order to gain firsthand knowledge of shadow magic. The scholar found himself cursed, constantly fading into the shadows, and discovered that his touch caused decay in the living, damning him to a life devoid of physical contact with others. That scholar carved what he had learned into tiny silver tablets, hoping to warn others of his fate, and passing on the knowledge of shadow magic he bought so dearly.

Shadow Master Ki Focus — Level 3+ Uncommon

This small silver tablet is no larger than the handheld mirrors carried by many nobles, though tarnished and dull as if it has been neglected for many years. Secrets of shadow magic are carved into its surface in hundreds of lines of tiny text.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Ki Focus)
Enhancement: Attack rolls and damage rolls
Critical: +1d8 necrotic damage per plus
Property: When you use this ki focus to make an implement attack or a weapon attack against an enemy from which you are hidden, that enemy takes extra necrotic damage from the attack equal to 4 + the ki focus's enhancement bonus. An enemy can take this extra damage only once per round.

About the Author

Rodney Thompson is an RPG designer at Wizards of the Coast, originally from Chattanooga, Tennessee. His credits for the Dungeons & Dragons® game include *Monster Manual*® 3, the Dark Sun® *Campaign Setting*, *Heroes of the Fallen Lands*™, *Heroes of the Forgotten Kingdoms*™, and *Monster Vault*™.

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Rituals Index

Compiled by Chris Sims
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The widely used magic of rituals is multifaceted and ever expanding in the world. Well known or obscure, the right ritual can save your hide and those of your companions. The trouble is often finding the right ritual for the job. This document gathers the diverse array of ceremonial magic in the Dungeons & Dragons® game into one comprehensive reference. With this list, you have the basic function and location of every ritual in the game at your fingertips. This reference also goes on to place rituals in basic practical categories that might aid you in discovering an edge for future adventuring.

For more on using rituals, see *Player's Handbook,* page 296.

Categories

Each ritual belongs to a category of similar magic, describing the ritual's general nature. Each category serves as a basic guide to a ritual's function.

Binding: These rituals lure, ensnare, control, or imprison other beings.

Creation: These rituals allow the crafting and changing of items, as well as the creation of servants and tools.

Deception: These rituals provide disguises, mislead foes, and can provide ways to thwart divination and scrying.

Divination: These rituals allow you to discern the truth, find out facts, and sort good choices from bad.

Exploration: These rituals include a variety of effects useful in adventuring.

Martial Practice: These ritual-like practices include a variety of effects accomplished through extraordinary skill rather than magical power.

Restoration: These rituals remove ill effects or bring back the dead.

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Scrying: These rituals let you spy from a distance on other locations, objects, or creatures.

Travel: These rituals transport characters from one place, or plane, to another. They commonly allow long-distance teleportation.

Warding: These rituals provide various forms of protection and security.

Ritual Table

This table of rituals is intended to help you grasp the nature of a given ritual at a glance. It uses shorthand described below.

Component: The component cost.

By Level: The component cost depends on the item and its level.

***f*:** Focus with cost of the focus in parenthesis.

Surge: Healing surges.

Varies: Variable by desired results. See the ritual description.

Skills: Required skills, used to determine variables or duration of the ritual.

(n): No check required.
Ac: Acrobatics
Ar: Arcana
At: Athletics
B: Bluff
Di: Diplomacy
E: Endurance
He: Heal
Hi: History
Int: Intimidate
N: Nature
R: Religion
Ste: Stealth
Str: Streetwise
T: Thievery

Duration: How long the ritual lasts.

(D): The ritualist and/or subject can dismiss the ritual's effects.

+: The ritual can be extended beyond the indicated duration.

Broken: Until the result is broken.

Check: Varies by check result.

Consumable and (C): Until the result is consumed.

Discharged: Until the ritual performs its purpose and ends.

Ex. Rest: Until an extended rest.

Instant: Instantaneous.

Perform: Until a performance ends.

Special: Usually until the ritualist is finished with the ritual. See the ritual.

Source: The publication the ritual can be found in, followed by issue (if any) in parenthesis and page number.

AC: *Seekers of the Ashen Crown*™
AP: *Arcane Power*™
AV: *Adventurer's Vault*™
DCD: *Draconomicon: Chromatic Dragons*™
Dem: *Demonomicon*™
DP: *Divine Power*™
Dr: *Dragon* online
DSCS: *Dark Sun*® *Campaign Setting*
Du: *Dungeon* online
EPG: *Eberron*® *Player's Guide*
FRCG: *Forgotten Realms*® *Campaign Guide*
FRPG: *Forgotten Realms*® *Player's Guide*
MM: *Monster Manual*®
MotP: *Manual of the Planes*™
MP: *Martial Power*™
MP2: *Martial Power*™ *2*
OG: *Open Grave*™
PH: *Player's Handbook*®
PH2: *Player's Handbook*® *2*
PP: *Primal Power*™
RG: *Revenge of the Giants*™
TPB: *The Plane Below*™

Alchemical

Lvl	Alchemical	Comp.	Market	Skills	Description	Duration	Source
1	Alchemist's Acid	by item	70 gp	Ar, T (n)	Create a flask or ammunition containing volatile acid.	Consumable	AV 24
1	Alchemist's Fire	by item	70 gp	Ar, T (n)	Create a flask or ammunition containing volatile fire.	Consumable	AV 24
1	Alchemist's Frost	by item	70 gp	Ar, T (n)	Create a flask or ammunition containing volatile frost.	Consumable	AV 25
1	Antivenom	by item	70 gp	He, N (n)	Create a liquid that grants a +2 bonus to saving throws against poisons.	Consumable	AV 25
1	Clearsense Powder	by item	80 gp	He, N (n)	Create a powder that removes blinded and deafened conditions.	Consumable	AV 26
1	Clearwater Solution	by item	100 gp	Ar, N, R (n)	Create a solution that purifies toxic liquids.	Consumable	AV 26
2	Panther Tears	25 gp	100 gp	He, N (n)	Create drops that allow a user to gain low-light vision.	Consumable	EPG 102
2	Tanglefoot Bag	by item	100 gp	Ar, T (n)	Create a bag of gel that explodes on impact and expands when exposed to air.	Consumable	AV 30
3	Alchemist's Spark	by item	120 gp	Ar, T (n)	Create a flask or ammunition containing volatile lightning.	Consumable	EPG 99
3	Blinding Bomb	by item	120 gp	Ar, T (n)	Create a ceramic sphere that flashes when shattered.	Consumable	AV 26
3	Bloodstinger Poison	by item	120 gp	N, T (n)	Create weapon poison that deals ongoing poison damage.	Consumable	AV 26
3	Bravery Powder	by item	30 gp	Ar, N (n)	Create powder that helps a user resist fear.	Consumable	Dr (376) 30
3	Corrosive Oil	by item	400 gp	Ar, N (n)	Create armor oil that reduces the effectiveness of weapons used against the wearer.	Consumable	Dr (376) 29
3	Dragonfire Tar	by item	120 gp	N, T (n)	Create a container holding volatile tar that deals ongoing fire damage.	Consumable	AV 27
3	Ghoststrike Oil	by item	500 gp	N, R, T (n)	Create weapon oil that can allow the user to ignore the insubstantial trait.	Consumable	AV 28
3	Heartflow	by item	90 gp	N, T (n)	Create poison that lowers Insight and Will defense.	Consumable	EPG 100
3	Herbal Poultice	by item	90 gp	N (n)	Create a curative that helps a user regain more hit points during a short rest.	Consumable	AV 28
3	Slow-Step Oil	by item	120 gp	Ar, N, T (n)	Create weapon oil that can cause the slowed condition.	Consumable	AV 29
3	Tethercord	by item	120 gp	Ar, N, T (n)	Create a device that can keep a target within 3 squares of the user.	Consumable	EPG 103
3	Woundpatch	by item	120 gp	He, N (n)	Create a curative that allows a user regain more hit points on one surge.	Consumable	EPG 103
4	Beastbane	by item	160 gp	He, N (n)	Create easily ignited incense that holds beasts at bay.	Consumable	AV 25
4	Blastpatch	by item	120 gp	Ar, T (n)	Create a volatile patch that makes a square into a dangerous trap.	Consumable	AV 26
4	Clarity Salts	by item	120 gp	He, N (n)	Create a curative that helps a user resist dazed and stunned conditions.	Consumable	Du (186)
4	Clockwork Bomb	by item	160 gp	Ar, T (n)	Create a volatile, mobile box that explodes based on a timer you set.	Consumable	EPG 99
4	Lockburst Chalk	by item	160 gp	Ar, T (n)	Create a chalk stick that expands to break locks.	Consumable	AV 29
4	Resonance Crystal	by item	160 gp	Ar, N (n)	Create a throwable crystal that imposes thunder vulnerability on a target.	Consumable	EPG 102
4	Suppression Crystal	by item	120 gp	Ar, N (n)	Create a crystal that grants its user resistance to thunder and lightning.	Consumable	EPG 103
4	Tension Wheel	by item	120 gp	Ar, T (n)	Create a complex device that increases the effectiveness of a crossbow.	Consumable	EPG 103
4	Tracking Dust	by item	160 gp	N, T (n)	Create dust that grants a fixed bonus to spot tracks where the dust is spread.	Consumable	AV 31
5	Acidic Fire	by item	200 gp	Ar, T (n)	Create a vial of volatile agents that deal fire damage and ongoing acid damage.	Consumable	EPG 99
5	Alchemical Silver	by item	200 gp	N, R, T (n)	Create weapon oil that temporarily grants the silvered property.	Consumable	AV 23
5	Inferno Oil	by item	200 gp	Ar, N, T (n)	Create weapon oil that temporarily imposes fire vulnerability on a target.	Consumable	EPG 100
5	Lodret Leaf	by item	200 gp	He, N (n)	Create a curative that grants a bonus to Fortitude defense against diseases.	Consumable	EPG 101
5	Rust Bomb	by item	200 gp	Ar, N (n)	Create a flask of volatile liquid that can temporarily degrade armor.	Consumable	Dr (376) 29
5	Thunderstone	by item	200 gp	Ar, N, T (n)	Create a volatile stone that cracks with a deafening burst of thunder.	Consumable	AV 30
5	Walking Death	by item	400 gp	N, T (n)	Create a poison that deals ongoing poison damage after 1d6 hours.	Consumable	Du (186)
6	Goodnight Tincture	by item	750 gp	N, T (n)	Create a poison that can knock those who eat or drink it unconscious.	Consumable	AV 28

Lvl	Alchemical	Comp.	Market	Skills	Description	Duration	Source
6	Smokestick	by item	450 gp	Ar, T (n)	Create a volatile stick that, when broken, emits a 1-square zone of smoke.	Consumable	AV 30
8	Clear-Path Mist	by item	375 gp	Ar, N (n)	Create a powder that damages plant creatures and removes difficult terrain due to normal foliage.	Consumable	EPG 99
8	Kinetic Oil	by item	500 gp	Ar (n)	Create weapon oil that stores the energy of one strike to deliver it in another.	Consumable	Du (186)
8	Salve of Slipperiness	by item	375 gp	N, T (n)	Create oil that enables easier escape from grabs or restraints.	Consumable	AV 29
8	Sovereign Glue	by item	375 gp	Ar, T (n)	Create glue that strongly bonds object together.	Consumable	AV 30
9	Giggle Gas	by item	1,280 gp	Ar (n)	Create a bead of volatile gas you can throw to cause creatures to act strangely.	Consumable	Du (186)
10	Grayflower Perfume	200 gp	800 gp	He, N (n)	Create a perfume that confounds blindsight.	Consumable	EPG 100
10	Jolt Flask	by Item	800 gp	Ar, T (n)	Create a flask of volatile agents that can daze creatures in an area where the flask breaks.	Consumable	AV 29
10	Keen Oil	200 gp	600 gp	Ar, T (n)	Create weapon oil that increases the user's chance of critical hits for a short time.	Consumable	EPG 101
10	Spotted Toadstool Venom	by item	600 gp	N, T (n)	Create a poison that acts like a weapon oil and renders foes weakened.	Consumable	EPG 102
10	Universal Solvent	by Item	600 gp	Ar, T (n)	Create a liquid that dissolves bonding agents, allowing saving throw against such agents.	Consumable	AV 31
11	Noxious Grenade	by item	700 gp	Ar, T (n)	Create a canister that releases sickening smoke in a zone.	Consumable	EPG 102

Binding

Lvl	Binding	Comp.	Market	Skills	Description	Duration	Source
3	Hunter's Curse	50 gp	250 gp	Ar, N, R	Reduce a specific creature or group's overland speed by 2, setting a DC to avoid the effect.	8 hours	Dr (380) 9
5	Animal Friendship	50 gp	250 gp	N	Make one Tiny beast into a trained pet for a variable time.	Check	PH2 212
5	Magic Circle	100 gp	250 gp	Ar	Inscribe a circle to keep creatures of a specified origin out. Breaks if such a creature passes it.	Broken	PH 309
8	Anthem of Unity	135 gp + *f* (680 gp)	680 gp	Di	Request a service from a crowd with variable results.	1 day	AP 153
8	Seal Portal	100 gp	680 gp	Ar	Close a magical portal, setting the DC to reopen it, or open a portal you previously sealed.	Permanent	Du (160)
10	Dragonward	*f*	1,000 gp	Ar	Create a ward in a burst 6 centered on a dragondaunt shield (focus). The ward keeps dragons out.	1 hour	Dr (385) 28
10	Pact of the Iron Ring	400 gp + *f*	1,000 gp	Ar	Reinforces the bond between the Warlock Knights of Vaasa.	Permanent	FRCG 59
12	Mark of Justice	1000 gp	2,600 gp	R (n)	Place a mark that harms a creature and alerts you when the creature takes a forbidden action.	Permanent	DP 158
14	Astral Guide	700 gp + 1 surge	2,200 gp	R	Summon a divine energy to guide you toward a specific location in the Astral Sea for variable time.	Check	MotP 148
14	Primal Prison	1600 gp	4,200 gp	N	Imprison a willing or helpless creature of variable level in a natural feature until you die.	Permanent (D)	PP 158
16	Adjure	3000 gp	7,500 gp	R	With variable influence and for variable time, command an immortal creature of your level or lower.	8 hours	DP 156

Lvl	Binding	Comp.	Market	Skills	Description	Duration	Source
16	Summon Demon	3600 gp+ ƒ (5000 gp)	9,000 gp	Ar, R	Call the psychic presence of specific demon you name of a variable level. Bargain for knowledge.	Special	Dem 18
18	Memory Seal	7,000 gp	25,000 gp	Ar	Lock a memory away from a willing or helpless creature's conscious mind, damaging the creature.	Permanent	Dr (366)
18	Ritual of Twin Burnings	50,000 gp	n/a	Ar	Subjugates the will of a creature held in Thakorsil's Seat.	Permanent	FRCG 59

Creation

Lvl	Creation	Component	Market	Skills	Description	Duration	Source
1	Amanuensis	10 gp	20 gp	Ar (n)	Copy text and pictures from one source to another.	Permanent	FRPG 142
1	Arcane Mark	10 gp	20 gp	Ar (n)	Set a personal mystic sigil visible only to Arcana used to detect magic.	Permanent	FRPG 142
1	Brew Potion	by item	75 gp	Ar, R (n)	Create a potion or elixir of your level or lower.	Consumable	PH 301
1	Create Holy Water	by item	50 gp	R	Infuse water with astral radiance, making it harmful to demons and undead.	24 hours (C)	DP 156
1	Unseen Servant	20 gp + ƒ (25 gp)	50 gp	Ar (n)	Conjure an invisible servant that follows you and obeys your commands.	Ex. Rest (D)	AP 158
2	Create Primal Element	by item	100 gp	Ar, N (n)	Create primal element, which glows like a candle and harms unnatural creatures.	24 hours (C)	DSCS 117
2	Fluid Funds	0 gp + ƒ (100 gp)	100 gp	Ar (n)	Change coins, gems, and art objects into other sorts of coins of equal value.	Instant	EPG 118
2	Pyrotechnics	20 gp	50 gp	Ar (n)	Create fireworks (visible 10 miles at night; 1 mile in daytime), changing color every minute.	10 minutes	PH2 215
4	Enchant Magic Item	by item	175 gp	Ar (n)	Turn an item into a magic item of your level or lower or resize magic armor.	Permanent	PH 304
4	Transfer Enchantment	25 gp	175 gp	Ar (n)	Transfer the magical qualities of one item to another item of the same item slot.	Permanent	AV 199
5	Mindshape Warwing Drake	100 gp	250 gp	Ar, N	Magically condition a warwing drake based on your check.	Permanent	Du (165) 77
5	Rite of Arkentaash	50 gp	n/a	Ar	Binds the five fragments of the Ashen Crown to make it whole.	Special	AC 23
5	Vistani Passkey	100 gp + ƒ (100 gp)	250 gp	Ar (n)	Use a tool (focus) to gain a +5 bonus to your next Thievery check against a specific device.	One check	Dr (380) 90
6	Disenchant Magic Item	25 gp	360 gp	Ar (n)	Destroy a magic item of your level or lower to regain some residuum.	Instant	PH 304
6	Duplicate	70 gp	150 gp	Ar	Make a mundane copy of a light inorganic object. The copy remains for a variable time.	Check	FRPG 144
6	Ironwood	75 gp	360 gp	N	Make a wooden object, of variable size, as hard as steel.	Permanent	PH2 215
6	Mordenkainen's Joining	50 gp	360 gp	Ar (n)	Seamlessly and permanently connect two nonliving objects.	Instant	Dr (366) 30
6	Undead Servitor	150 gp	360 gp	Ar (n)	Create an obedient noncombatant undead minion from a Medium or smaller corpse.	Permanent	OG 50
10	Secure Shelter	200 gp	1,000 gp	Ar, N (n)	Create a lodge, which is impervious to damage, to house up to eight Medium creatures.	8 hours	EPG 118
11	Dark Gift of the Undying	5,000 gp/level	75,000 gp	R	Transforms subject into a vampire lord.	Permanent	MM 259

Lvl	Creation	Component	Market	Skills	Description	Duration	Source
12	Hallowed Temple	520 gp	1,300 gp	R	Create a shrine, which is impervious to damage, to your deity, keeping demons and undead out.	8 hours	DP 157
14	Create Scarecrow	5000 gp	22,500 gp	Ar	Lure a spirit to animate an effigy and serve you as a guardian.	Permanent	Du (183)
14	Lich Transformation	100,000 gp	250,000 gp	Ar, R	Ritual user dies and becomes a lich.	Permanent	MM 177
14	Time Ravager	1,800 gp	3,200 gp	Ar	Accelerate the effect of time on objects of variable substances.	Permanent	FRPG 146
25	Create Tree of Life	25,000 gp	200,000 gp	N (n)	Transform a sapling into a tree of life.	Instant	DSCS 117
30	Raise Land	125,000gp	600,000 gp	Ar	Tear an earth mote of variable size from the ground, raising it into the air.	Permanent	FRPG 144

Deception

Lvl	Deception	Component	Market	Skills	Description	Duration	Source
1	Conceal Dragon Mark	10 gp	50 gp	Ar	Conceal one dragon mark from Perception checks. Broken if dragon mark is used.	Broken	EPG 116
1	Glib Limerick	10 gp + *f* (5 gp)	50 gp	Ar (n)	Roll twice and take the highest result for Bluff checks.	10 minutes	PH2 215
1	Traveler's Camouflage	10 gp	50 gp	N	Grant you and allies a bonus to Stealth checks and penalty to be tracked.	10 hours	PP 159
3	Fool's Gold	Varies	125 gp	Ar	Create an illusory, variable amount of gold coins that vanish in a variable time.	Check	AP 155
5	Hallucinatory Item	25 gp	250 gp	Ar	Create an illusory object of variable size.	24 hours	PH 306
6	Corpselike Visage	*f*	360 gp	Ar (n)	Make a creature wearing an amulet of false life (focus) appear to be dead.	24 hours	Dr (385) 28
6	Deathly Shroud	140 gp	600 gp	Ar, R	Make all creatures besides intelligent undead perceive you as undead for a variable time.	Check	FRPG 143
6	Fool's Speech	50 gp	360 gp	Ar (n)	Allow you and five allies to converse in a language that is nonsense to others.	1 hour	PH2 215
8	Aura Mask	10 gp	250 gp	Ar	Hide a magic item's magical aura, setting the Arcana DC to detect the magic.	24+ hours	DCD 83
10	Chameleon's Cloak	200 gp	1,000 gp	Ar, N	Hide yourself and eight subjects, setting the Perception DC. Each of you must remain still.	24 hours	Dr (366) 27
10	Conceal Object	400 gp	2,000 gp	Ar	Hide an object, setting the Perception DC to find it.	Permanent	Dr (366) 27
12	Donning Trollflesh	*f*	2,600 gp	Ar	Trollskin armor (focus) grows into a troll disguise, and you set an Insight DC to detect the disguise.	24 hours	Dr (385) 28
12	Hallucinatory Creature	500 gp	2,600 gp	Ar	Create an illusory Small to Large creature that can take variable actions.	24 hours	PH 305
12	Seeming	680 gp	1,700 gp	Ar	Disguise yourself and up to eight allies as nonunique humanoids, and set an Insight DC for the disguise.	4 hours	EPG 119
16	False Aura	1800 gp	4,500 gp	Ar	Make an item appear magical, setting the Arcana DC to detect the ruse.	24+ hours	DCD 85
26	Deceive Sensor	45,000 gp	325,000 gp	Ar	Create an illusion to fool scrying, setting an Insight DC to detect the ruse.	24 hours	Dr (366) 28

Divination

Lvl	Divination	Component	Market	Skills	Description	Duration	Source
1	Dowsing Rod	10 gp	50 gp	N (n)	Create a rod that points the way to the nearest natural feature you choose.	12 hours	PP 157
1	Portend Weather	10 gp	50 gp	N (n)	Foresee weather for 24 hours. Gain +5 bonus to Endurance against that weather.	Instant	PP 157
2	Corpse Light	25 gp	100 gp	Ar, R	Create a green flame that works like a lantern and reveals undead creatures in the light.	1 hour	OG 49
2	Last Sight Vision	25 gp	100 gp	Ar, R	Witness the last moments of a corpse or skull's living existence.	2+ rounds	OG 50
2	Seek Rumor	20 gp	50 gp	Ar	Make an Arcana check in place of a Streetwise check, but the DC is 5 higher.	Instant	FRPG 145
4	Hand of Fate	70 gp	175 gp	R (n)	A ghostly hand uses gestures to answer three questions about specific actions.	10 minutes	PH 306
5	Hunter's Blessing	50 gp	250 gp	Ar, N, R	Use one of the key skills to track a specific creature or group.	24 hours	Dr (380) 90
5	Object Reading	25 gp	250 gp	Ar	See a variable number of images based on a held object's past uses.	5 minutes	AP 157
5	Speak with Nature	80 gp	250 gp	N	Ask a variable number of questions of local flora and fauna.	10 minutes	PH2 216
6	Ancestral Whispers	140 gp	360 gp	R (n)	Invite an ancestor into your body, allowing you to be trained in one skill for a time.	24 hours	EPG 116
6	Commune with Nature	140 gp	360 gp	N	Ask a variable number of questions of the local primal spirits.	10 minutes	PH 302
6	Discern Lies	140 gp	360 gp	R	Gain a variable bonus on Insight checks to detect untruths.	5 minutes	PH 303
6	Memory of a Thousand Deaths	*f*	360 gp	R	Use deathcut armor (focus) to ask a variable number of questions about local necromancy.	10 minutes	Dr (385) 29
8	Analyze Portal	250 gp	800 gp	Ar	Learn variable information about a magical portal you can see.	Instant	FRPG 142
8	Inquisitive's Eyes	125 gp	680 gp	Ar	Cast your senses back through a variable number of hours to sense your current location.	Instant	EPG 118
8	Signal of Pursuit	125 gp	680 gp	Ar	Enchant a door to give you variable information if the door is opened.	1 hour	Dr (366) 31
8	Status	135 gp	250 gp	Ar (n)	Connect you and up to eight others so that each knows the others' current health condition.	24 hours	FRPG 146
9	Magic Map	325 gp + *f* (100 gp)	800 gp	Ar	For a variable time, cause a crystal (focus) to locate a specific creature on a 50-by-50 mile map.	Check	AP 157
10	Aria of Revelation	400 gp + *f* (1,000 gp)	1,000 gp	Ar	Grant allies a variable bonus on a skill check, using a trained skill, to recall information.	Instant	PH2 212
10	Consult Mystic Sages	400 gp	1,000 gp	R	Ask a question of extraplanar entities, using Religion + 10 in place of Arcana or History.	10 minutes	PH 302
11	History Revealed	600 gp	2,900 gp	Ar	See a variable number of the most defining moments of a willing or helpless creature's life.	5 minutes	AP 156
12	Memory of the Dragon	*f*	2,600 gp	Ar (n)	Use a dragonslayer weapon (focus) to question or view memories of the weapon's first dragon victim.	5 minutes	Dr (385) 29
12	Visage of Life	500 gp	2,600 gp	Ar, R	Use a scrap of once-living material to create an image of the living thing that produced that scrap.	1 minute	Dr (366) 33

Lvl	Divination	Component	Market	Skills	Description	Duration	Source
16	Consult Oracle	3,600 gp	9,000 gp	R	Ask an oracular spirit, which gives simple answers, a variable number of questions on any subject.	10 minutes	PH 302
22	Divine Sight	13,000 gp	65,000 gp	R	For a variable time, discern deities, their servants, and their important creatures, objects, and places.	Check	FRPG 143
22	Loremaster's Bargain	13,000 gp	65,000 gp	R	Gain an audience to bargain, gaining a variable bonus, with extraplanar entity for information.	Special	PH 308
26	Voice of Fate	45,000 gp, + 5 surges	225,000 gp	R	Ask a servant of fate a variable number of questions about the future.	Instant	PH 314

Exploration

Lvl	Exploration	Component	Market	Skills	Description	Duration	Source
1	Animal Messenger	10 gp	50 gp	N	Give a Tiny animal a short verbal message to deliver.	Check	PH 300
1	Comprehend Language	10 gp	50 gp	Ar	Gain the ability to read, speak, understand, and write a language.	24 hours	PH 302
1	Create Campsite	15 gp	50 gp	N	Summon spirits to create a campsite hidden from Perception checks.	8 hours	PH2 214
1	Explorer's Fire	10 gp	50 gp	Ar, N (n)	Hide a bonfire or smaller fire from sight more than 5 squares from the fire.	8 hours	Dr (366) 29
1	Magic Mouth	10 gp	50 gp	Ar (n)	Place a message in a surface. A mouth speaks the message when conditions are met.	Discharged	PH 309
1	Make Whole	20% of item	50 gp	Ar (n)	Repair an item that can fit into a 10-foot cube.	Permanent	PH 309
1	Purify Water	10 gp	50 gp	Ar, N, R	Purify a variable amount of water.	Instant	AP 158
1	Tenser's Floating Disk	10 gp	50 gp	Ar	Create a movable plane of force with a variable weight capacity.	24 hours	PH 312
1	Traveler's Chant	10 gp + *f* (5 gp)	75 gp	Ar (n)	You and allies travel overland as quickly as the slowest subject's speed + 2.	8 hours	PH2 217
2	Bloom	20 gp	100 gp	N (n)	Plants in a 20-square radius grow, producing difficult terrain and food.	Instant	PH2 213
2	Delver's Fire	25 gp	100 gp	Ar, N (n)	Light a fire that burns on any horizontal surface and without fuel.	8 hours	Dr (366) 288
2	Endure Elements	20 gp	100 gp	Ar, N (n)	You and eight allies, and gear, ignore extreme temperatures and precipitation.	24 hours	PH 304
2	Lower Water	25 gp	100 gp	N	Reduce the depth of a body of water in a number of cubic squares equal to your level.	1 hour	AP
2	Spirit Fetch	20 gp	50 gp	Ar, R	Send a spiritual presence to influence specific creatures to follow your command.	Check	Dr (380) 90
2	Tree Shape	20 gp	100 gp	N (n)	Transform into a Large plant, retaining statistics and ability to perceive.	6 hours	PH2 217
2	Water Walk	20 gp	100 gp	N (n)	One creature can move on water as if it were solid ground.	1 hour (D)	PH 315
3	Affect Normal Fire	25 gp	125 gp	Ar, N (n)	Use a minor action to brighten, dim, or extinguish nonmagical fire within 10 squares.	8 hours	PH2 212
3	Battlefield Elocution	25 gp	125 gp	Ar, R (n)	Gain the ability to be heard up to 100 squares away when you wish to. Transferable.	1 hour	Dr (366) 27
3	Detect Secret Doors	25 gp	125 gp	Ar	Use Arcana check as a bonus to a Perception check you make to find secret doors.	Instant	PH 303
3	Lullaby	25 gp + *f* (20 gp)	125 gp	Ar	Perform to make the audience drowsy, penalizing Insight and Perception.	Perform + 10 min.	PH2 215

Lvl	Exploration	Component	Market	Skills	Description	Duration	Source
3	Summon Winds	50 gp	125 gp	Ar, N (n)	Increase a wind-driven vehicle's speed by 2 miles per hour.	8 hours (D)	EPG 119
4	Beast Growth	70 gp	175 gp	N (n)	Increase a subject beast's size by one size category.	8 hours	AP 154
4	Call of Friendship	50 gp + *f* (50 gp)	215 gp	Di	Befriend one nonhostile humanoid at least 2 levels lower than you.	Check	AP 154
4	Dark Light	30 gp	150 gp	Ar (n)	Create shadow ball that sheds dim light visible only within 6 squares of the source.	24 hours	FRPG 143
4	Familiar Mount	25 gp	175 gp	Ar (n)	Make your familiar becomes Large so you can ride it. Damage can end the effect.	12 hours (D)	Dr (382) 29
4	Feat of Strength	30 gp	75 gp	N	Grant a willing subject a variable bonus to a single Strength check.	1 minute	FRPG 144
4	Iron Vigil	35 gp	170 gp	R (n)	Fulfill your need for food, water, and sleep to remain alert during an extended rest.	8 hours	DP 157
4	Knock	35 gp + 1 surge	175 gp	Ar	Make a check (+5 bonus) in place of a thievery check to open one ingress.	Instant	PH 307
4	Travelers' Feast	35 gp	175 gp	N (n)	Create a day's sustenance for five Medium or Small creatures, or two Large creatures.	24 hours	PH 313
4	Wavestrider Enchantment	*f*	175 gp	Ar	Using wavestrider boots as a focus, grant you and allies within 2 squares water walking.	1 hour	Dr (385) 30
5	Self-Holding Bag	*f*	250 gp	Ar	Make a bag of holding (focus) disappear. You can retrieve it as a minor action.	24 hours	Dr (385) 29
6	Call Wilderness Guide	144 gp	360 gp	N	A spirit leads you, for a variable time, toward a specific place you name.	Check	PH2 213
6	Clear the Path	70 gp	150 gp	N (n)	Remove rubble and debris from an area burst 3 within 10 squares.	Permanent	FRPG 142
6	Earthen Ramparts	80 gp	360 gp	Ar, N	Raise a variable number of wall 2 defensive mounds.	Instant	Dr (366) 28
6	Easy Passage	150 gp	360 gp	Ar, N	Warp a passageway of variable size so that larger creatures can use it more easily.	24 hours	DCD 85
6	Excavation	70 gp	300 gp	Ar	Clear a variable number of squares of earth and loose stone.	1 minute	Dr (366) 29
6	Find the Path	144 gp	360 gp	N (n)	Travel quickly toward a site you have visited and can name. Discharged when you arrive.	8 hours	EPG 117
6	Leomund's Secret Chest	140 gp + *f* (200 gp)	360 gp	Ar (n)	Summon an ornate chest (focus) from anywhere. It stays with you until you dismiss it.	(D)	PH 307
6	Mordenkainen's Ascent	75 gp	360 gp	Ar	Create a variable-length ladder or knotted rope to make a climb easier.	1 hour	Dr (366) 30
6	Phantom Steed	70 gp	360 gp	Ar	Conjure up to eight horselike creatures that have variable special abilities.	12 hours	PH 310
6	Preserve Flame	75 gp	360 gp	Ar (n)	Make a bonfire or smaller fire so that it cannot be doused.	8 hours (D)	AP 15
6	Sending	50 gp	360 gp	Ar	Convey a 25-word message to a known target a variable distance away.	Instant	PH 312
6	Shrink	50 gp	360 gp	Ar	Shrink an object a variable amount for a variable time.	Check	AP 158
6	Speak with Dead	140 gp	360 gp	R	Ask a corpse a variable number of questions about what it knew in life and nearby occurrences.	10 minutes	PH 312
6	Tiny Lanterns	60 gp	100 gp	Ar	Create a variable number of little lights that shed light like a candle.	1 hour	FRPG 146
6	Wizard's Escape	150 gp	520 gp	Ar (n)	Allow you and up to eight allies to squeeze through spaces as if Tiny.	10 minutes	Dr (366) 33
8	Shadow Bridge	135 gp	600 gp	Ar	Call forth a bridge of solid shadow and variable size.	10 minutes	FRPG 145
8	Share Husk	150 gp	400 gp	N	For a variable time, share the body of a natural beast, using its senses and influencing its actions.	Check	FRPG 145

Lvl	Exploration	Component	Market	Skills	Description	Duration	Source
8	Song of Sustenance	135 gp + *f* (680 gp)	680 gp	Ar (n)	Nourish up to ten Small or Medium creatures, granting them a +5 bonus to Endurance checks.	48 hours	PH2 216
8	Tenser's Lift	125 gp	680 gp	Ar (n)	Create a 6-by-6 square platform that has moves at your command (move action).	10 minutes (D)	Dr (366) 32
8	Water Breathing	135 gp	680 gp	Ar, N	Enchant up to eight creatures so that they can breathe water for a variable time. Protects gear.	10 minutes	PH 315
9	Detect Treasure	325 gp + *f* (1,000 gp)	800 gp	Ar	A gold rod (focus) guides you toward the most valuable wealth within a variable range.	5 minutes	AP 154
9	Tune of Merriment	160 + *f* (840 gp)	900 gp	Ar	You and allies can roll twice for Diplomacy checks against those who also heard you perform.	10 minutes	PH2 217
10	Chorus of Truth	200 gp + *f* (1,000 gp)	1,000 gp	Ar	Set a variable penalty to Bluff checks made within 5 squares of you.	30 minutes	PH2 213
10	Detect Object	400 gp	1,000 gp	Ar	Locate the closest version of a named object within a variable range.	5 minutes	PH 303
10	Eagle's Flight	400 gp	1,000 gp	N	Call forth up to eight giant eagle spirits to act as flying mounts with variable speed.	12 hours	PP 157
10	Enhance Vessel	400 gp	1,000 gp	Ar (n)	Grant a vehicle a +2 bonus to speed and all defenses.	24 hours	EPG 117
10	Evard's Extensible Rope	*f*	1,000 gp	Ar	Extend a rope of climbing (focus) to 1000 feet.	4 hours (D)	Dr (385) 28
10	Imprint Anaxim	400	1,000 gp	Int	Force an anaxim to fight for you once after following you for a variable time.	Check	Dr (375)
10	Scribe	200 gp	1,000 gp	Ar	Enchant papers or a book to write down what is said nearby, setting the subject's Perception bonus.	2 hours	Dr (366) 31
10	Song of Restfulness	400 gp + *f* (1,000 gp)	1,000 gp	Ar (n)	Reduce the time needed for an extended rest by 2 hours.	Instant	PH2 216
10	Tenser's Binding	400 gp	1,000 gp	Ar	Bind a helpless creature in arcane chains, setting the DC to escape.	12 hours	Dr (366) 32
10	Trailblaze	200 gp	500 gp	N (n)	Natural terrain doesn't hinder overland travel and you tracks are obscured.	8 hours	FRPG 147
10	Water's Gift	400 gp	1,000 gp	N	Grant yourself and seven others +5 to swim and the ability to breathe, speak, and fight underwater.	Check	PP 159
12	Passwall	1,000 gp	2,600 gp	Ar	Create a variable passage through solid material.	1 minute	PH 310
12	Quench the Flame	*f*	2,600 gp	Ar (n)	Enable flamedrinker armor (focus) to absorb and quench natural flames within 20 squares.	4 hours (D)	Dr (385) 29
12	Rope Trick	1,000 gp + *f* (2,000 gp)	2,500 gp	Ar	Create a demiplane that can be entered with a silver rope (focus) but is otherwise hard to find.	7 hours	MotP 151
12	Shadow Walk	500 gp	2,600 gp	Ar (n)	In the world, use shadows to multiply overland travel speed by 5.	8 hours	PH 312
12	Silt Walk	500 gp	2,600 gp	N	Allow yourself and up to six allies to walk on silt.	1 hour (D)	DSCS 117
14	Control Weather	1,800 gp	4,500 gp	N	Change the weather within 2 miles for a variable time.	Check	PH2 214
14	Planar Sending	700 gp	4,200 gp	Ar (n)	Convey a 25-word message to a known target on another plane you specify.	Instant	Dr (366) 31
14	Snowstorm Summons	*f*	4,500 gp	Ar, N	Center a 2-mile-radius mobile snowstorm on a staff of winter (focus) for a variable time.	Check	Dr (385) 30
14	Telepathic Bond	1,100 gp	4,200 gp	Ar	Allow yourself and up to eight allies to communicate telepathically for a variable time.	Check	AP 158

Lvl	Exploration	Component	Market	Skills	Description	Duration	Source
14	Waterborn	850 gp	2,000 gp	Ar, N	You and 8 others gain a swim speed and the ability to operate freely in the deep ocean.	Check	FRPG 147
14	Whispers of the Edifice	800 gp	4,200 gp	Ar	Ask a variable number of questions of a room no larger than your level in squares on a side.	5 minutes	AP 158
15	Revitalize	3000 gp	8,000 gp	N	Transform a variable area of defiled terrain into normal terrain.	Instant	DSCS 117
16	Far Sending	800 gp	4,200 gp	Ar (n)	Convey a 25-word message to a known target anywhere, regardless of range or planar boundaries.	Instant	MotP 150
17	Endure Primordial Elements	4,300 gp	12,000 gp	Ar (n)	You and eight allies, and gear, ignore extreme environments of the Elemental Chaos.	24 hours	TPB 12
20	Overland Flight	5,000 gp	25,000 gp	Ar (n)	You and allies within 5 squares gain overland flight 20, but you crash if take nonflying actions.	10 hours	Dr (366) 30
20	True Sending	4,000 gp	25,000 gp	Ar	Convey a 50-word message to a known target anywhere, regardless of range or planar boundaries.	Instant	Dr (366) 32
24	Purge Spellplague	25,000 gp	150,000 gp	Ar	Remove effects of the Spellplague from a variable area.	Instant	FRPG 144
26	Shift Mote	50,000 gp + 5 surges	300,000 gp	Ar (n)	While on an earth mote, force it to move at 1 mile per hour or ascend/descend 1 mile per day.	24 hours	FRPG 145

Martial Practice

Lvl	Martial Practice	Component	Market	Skills	Description	Duration	Source
1	Master Artisan	by item	50 gp	At (n)	Create a nonmagical item.	Permanent	MP2 150
1	Temporary Fix	1 surge	50 gp	At, T	Repair an item that can fit into a 10-foot cube.	24 hours	MP2 152
1	Tracker's Eye	1 surge	50 gp	N, P	Use tracks to learn about creatures. Gain a +5 bonus to follow those tracks.	Instant	MP2 152
1	Travel Sense	1 surge	50 gp	N (n)	Predict the weather within 50 miles for 24 hours.	Instant	MP2 152
2	Embalm	20 gp + 1 surge	50 gp	He (n)	Double the time a corpse is eligible for Raise Dead.	Special	MP2 149
2	Survivor's Preparation	1 surge	100 gp	N (n)	Subjects ignore temperatures from -20 to 120 degrees F and gain +2 bonus to Endurance.	24 hours	MP2 151
3	Speech Without Words	1 surge	50 gp	Di (n)	Communicate simple ideas with a creature (Int 3+) despite no common language.	10 minutes	MP2 151
3	Warded Campsite	1 surge	50 gp	N, T (n)	Booby trap an area up to 10 by 10 squares so you and allies awaken if enemies approach.	8 hours	MP2 153
4	Forge Armor	by item	175 gp	At (n)	Construct magic armor, which can also be masterwork, based on your level.	Permanent	MP2 149
4	Forge Weapon	by item	175 gp	At (n)	Construct a magic weapon, which can also be silvered.	Permanent	MP2 149
5	Fortify Beast	1 surge	250 gp	N (n)	Grant up to six natural beasts temporary hit points equal to your surge value.	Ex. Rest	MP2 149
5	Hidden Pocket	1 surge	80 gp	T	Hide an object on your person, using your check to set the Perception DC.	Item Retrieved	MP2 150
5	Precise Forgery	1 surge	80 gp	T	Fabricate forged documents and set the Perception DC to detect the forgery.	Permanent	MP2 151

Lvl	Martial Practice	Component	Market	Skills	Description	Duration	Source
5	Reliable Balance	1 surge	100 gp	Ac (n)	Center yourself to take 10 on any Acrobatics check.	10 minutes	MP2 151
5	Thorough Search	1 surge	75 gp	P	Scour a room, gaining a +20 bonus on Perception checks to search that room.	Instant	MP2 152
5	Uncanny Strength	1 surge	100 gp	At, E (n)	Tap reserves to take 10 on any Athletics check.	10 minutes	MP2 152
6	Decipher Script	1 surge	150 gp	Hi, Str	Learn the meaning of one page of text with variable clarity.	Instant	MP2 149
6	Long-Distance Runner	1 surge	150 gp	At, E	Run for a variable time without having to stop.	Check	MP2 150
8	Alter Ego	50 gp + 1 surge	275 gp	B	Disguise yourself or an ally and set the Insight DC to detect the disguise.	24 hours	MP2 148
8	Feign Death	1 surge	275 gp	B, E	Enter a deathlike trance, and set the DC to perceive your actual living status.	24 hours (D)	MP2 149
8	Handle Steed	1 surge	275 gp	N	Convince a nonhostile mount to allow you to ride it for a variable time.	Check	MP2 150
11	Word on the Street	50 gp + 1 surge	360 gp	Str	In a settlement, use Streetwise in place of Arcana, Dungeoneering, History, or Religion.	Instant	MP2 153
12	Peerless Exploration	1 surge	1,000 gp	Ste (n)	Survey an aboveground area to gain knowledge about it (instant) and advantages in it (24 hours).	Instant/24 hours	MP2 151
15	Use Scroll	1 surge	1,000 gp	T (n)	Use Thievery to cast a ritual from a scroll.	by scroll	MP2
17	Survivor's Assurance	1 surge	4,500 gp	N	Use your Nature check in place of your and allies' Endurance checks against environmental dangers.	24 hours	MP2 151

Restoration

Lvl	Restoration	Component	Market	Skills	Description	Duration	Source
1	Comrades' Succor	10 gp + 1 surge	150 gp	He (n)	Pool and redistribute healing surges among five participants.	Instant	Dr (380) 89
1	Gentle Repose	10 gp	50 gp	He (n)	Quintuple the time a corpse is eligible for Raise Dead, and protect against undeath.	Special	PH 305
1	Raise Beast Companion	by tier	–	N (n)	Restore a slain beast companion to life.	Instant	MP 41
1	Simbul's Conversion	25 gp	125 gp	Ar (n)	Sacrifice unused daily arcane powers for healing surges.	Instant	FRPG 146
4	Delay Affliction	50 gp	175 gp	He	Put an enduring effect on hold for a variable time.	Check	Dr (366) 28
6	Cure Disease	150 gp	360 gp	He	Cure a disease, dealing the subject variable damage.	Instant	PH 303
7	Spirit Idol	150 gp + *f* 150 gp	520 gp	He (n)	Bind a corpse's soul to a focus, preventing decay and allowing you to question the soul once daily.	Instant	EPG 119
8	Raise Dead	500/5,000/50,000 gp	680 gp	He (n)	Return a willing creature, dead no more than 30 days, to life.	Instant	PH 311
8	Remove Affliction	250 gp	680 gp	He	Remove lasting effects, dealing the subject variable damage.	Instant	PH 311
16	Fantastic Recuperation	3,600+ gp	9,000 gp	He (n)	Make it so you and your allies gain the benefit of an extended rest without taking one.	Instant	EPG 117
18	Purify Spellscarred	7,000 gp	20,000 gp	He (n)	Purge the Spellplague from one willing spellscarred creature.	Instant	FRPG 144
20	Soulguard	5,000 gp	20,000 gp	He (n)	Sequester one subjects healing surge so it is expended to prevent the subject's death.	1 day	FRPG 146
25	Ease Spirit	25,000 gp	70,000 gp	He (n)	Reduce one subject's death penalty by 1.	Instant	DP 157

Scrying

Lvl	Scrying	Component	Market	Skills	Description	Duration	Source
8	Gravesight	250 gp	680 gp	Ar	Enchant an undead creature so you can use its senses from a variable distance.	24 hours	OG 49
8	Wizard's Sight	270 gp + *f* (200 gp)	680 gp	Ar	Create a scrying sensor within 20 squares so you can see and hear from that spot for variable time.	Check	PH 315
14	View Location	1,600 gp, + *f* (1,000 gp)	4,200 gp	Ar	Use a detectable scrying sensor for a variable time to see and hear a fixed location you have visited.	Check	PH 313
16	Farsight	3,600 gp+ *f* (2,500 gp)	9,000 gp	Ar	Create a scrying sensor in any square you can see. See and hear from that spot for variable time.	Check	AP 155
18	View Object	7,000 gp+ *f* (5,000 gp)	17,000 gp	Ar	Create a scrying sensor near an object you name. See and hear from that spot for variable time.	Check	PH
20	Scry Trap	5,000 gp	25,000 gp	Ar	Ward warns you about scrying, so you can destroy the sensor or reverse it for variable time.	24 hours	EPG
22	Observe Creature	21,000 gp + *f* (10,000 gp)	105,000 gp	Ar	Create a scrying sensor near a specific creature. See and hear from that spot for variable time	Check	PH 309
26	Ward the True Name	22,500 gp	125,000 gp	Ar (n)	Become aware when anyone uses a divination or scrying ritual on you, discharging this ritual.	Discharged	DCD 86

Travel

Lvl	Travel	Component	Market	Skills	Description	Duration	Source
6	Fey Passage	140 gp	360 gp	Ar, N (n)	Transport yourself and up to eight allies across a fey crossing to the Feywild or world.	Instant	MotP 150
6	Steed Summons	75 gp	360 gp	Ar (n)	Attune a mount so you can later summon it to you, discharging the ritual.	Discharged	EPG 119
6	Tree Stride	50 gp	360 gp	N	Open a portal, for a variable time, for you and eight allies in one tree to another you can see.	Check	PH2 217
8	Linked Portal	135 gp/50 gp	680 gp	Ar	For a variable time, link your location with a permanent teleportation circle on the same plane.	Check	PH 307
8	Shadow Passage	135 gp	680 gp	Ar, R (n)	Transport yourself and up to eight allies across a shadow crossing to the Shadowfell or world.	Instant	MotP 151
9	Ghost Walk	325 gp + *f* (100 gp)	800 gp	Ar, R	You and up to eight allies gain a +5 bonus to Stealth checks and your tracks are obscured.	8 hours (D)	Dr (380) 89
10	Argent Portal	500 gp	n/a	Ar	Creates a portal to the teleportation circle in Argent's Grand Mall.	Special	RG 14
10	Disorienting Portal	400 gp	1,000 gp	Ar	Link two doorways within 50 squares so that each leads to the other for a variable time.	Check	DCD 84
12	Drawmij's Instant Summons	500 gp	2,600 gp	Ar (n)	Attune one weapon, armor, or shield to come to you when summoned, discharging the ritual.	Discharged	PH 304
12	Elemental Transference	1,000 gp	2,600 gp	Ar (n)	Transport yourself and up to eight allies to random, nonhazardous spot in the Elemental Chaos.	Instant	MotP 150

Lvl	Travel	Component	Market	Skills	Description	Duration	Source
12	Reverse Portal	500 gp	2,600 gp	Ar	Create a portal like Linked Portal that allows those at the far end to come to you.	Check	PH2 216
12	Solace Bole	500 gp	2,600 gp	Ar (n)	Transport yourself and five other creatures to a safe hollow in a Feywild tree.	1 hour (12 hours)	Du (165) 50
14	Corpse Gate	800 gp	4,200 gp	Ar	Create a portal like Linked Portal, connecting to the location of a corpse you have a piece of.	Check	OG 49
14	Walk Crossroads	850 gp	4,250 gp	N	Use two fey crossings to travel a variable distance between two points in the world.	Instant	FRPG 147
15	Astral Sojourn	3,800 gp	7,000 gp	R	Transport yourself and up to eight allies to random, nonhazardous spot in the Astral Sea.	Check (D)	MotP 149
15	Create Teleportation Circle	Special + 5 surges	10,000 gp	Ar (n)	Create a lasting teleportation circle, spending 1,000 gp of components per square the circle fills.	24+ hours	MotP 149
16	Follow the Voice	*f*	9,000 gp	Ar	Teleport from one sending stone (focus) to another attuned stone you spoke to before the ritual.	1 minute	Dr (385) 28
18	Planar Portal	5,000 gp	17,000 gp	Ar	For a variable time, link your location with a permanent teleportation circle on another plane.	Check	PH 311
18	Plane Shift	1,000 gp, + *f*	17,000 gp	Ar	Take a vehicle with a navigation focus to another plane a variable distance from a location you name.	Instant	MotP 150
19	Primal Grove	12,000 gp/4,000 gp	21,000 gp	N	Create a hidden haven of variable size or open an entrance into such a haven for variable time.	Perm./Check	PP 157
20	Succor	5,000 gp, + 4 surges + *f*	25,000 gp	R (n)	Attune a holy item (focus, 5,000 gp) to a holy site to allow teleportation back to that site.	Until used	DP 158
20	Windmaster's Mantle	*f*	25,000 gp	Ar (n)	Use a mantle of the seventh wind (focus) to grant Overland Flight.	10 hours	Dr (385) 30
28	True Portal	50,000 gp	425,000 gp	Ar	For a variable time, link your location with a specific location you name.	Check	PH 313

Warding

Lvl	Warding	Component	Market	Skills	Description	Duration	Source
1	Banish Vermin	10 gp	30 gp	N	Ward a 5-square burst against Tiny or smaller insects and rodents.	Check	Dr (366) 27
1	Fastidiousness	10 gp	50 gp	Ar (n)	Clean a dirty creature and ward that creature against becoming dirty.	24 hours	Dr (366) 29
1	Secret Page	10 gp	50 gp	Ar	Hide a page of writing from viewers' Perception checks.	Permanent	PH 311
1	Silence	30 gp	75 gp	Ar (n)	Ward an area so creatures outside take a -10 penalty to Perception to listen in.	24 hours	PH 312
1	Wizard's Curtain	30 gp	75 gp	Ar (n)	Ward an area so creatures outside take a -10 penalty to Perception to see in.	24 hours	Dr (366) 33
2	Eye of Alarm	25 gp	100 gp	Ar	Mystic eyes watch an area and audibly alert you of intruders.	24 hours	PH 304
2	Preservation	25 gp	100 gp	Ar, N	Prevent deterioration in a variable quantity of nonliving organic material.	Permanent	Dr (366) 30
3	Undead Ward	35 gp	130 gp	Ar	Create a barrier designed to keep undead out. Breaks if an undead creature passes it.	Broken	OG 50
4	Arcane Lock	25 gp	150 gp	Ar	Lock a means of ingress, setting who can ignore the lock, a password, and DC to open.	Permanent (D)	PH 301

Lvl	Warding	Component	Market	Skills	Description	Duration	Source
4	Eavesdropper's Foil	80 gp	175 gp	Ar (n)	Ward a mobile area so creatures outside take a -10 penalty to Perception to listen in.	4 hours	EPG 116
4	Skull Watch	80 gp	175 gp	Ar (n)	Enchant a skull to mentally alert you to intrusion and allow you to see through its eyes.	4 hours	OG 50
4	Snare	25 gp	150 gp	N	Create a 2-by-2-square magical snare that alerts you when it is triggered and discharged.	8 hours	PH2 216
5	Starshine	40 gp	250 gp	N	Create a variable number of motes of blue light that impose a -5 penalty on Stealth checks.	8 hours	PP 158
6	Bolster Object	150 gp	300 gp	Ar, N	Increase an object's hit points by 10% per 5 points of your check result.	Instant	Dr (366) 27
6	Thief's Lament	140 gp + 2 surges	360 gp	Ar, R	Impose a -5 penalty on Stealth and Thievery check in a variable area. More surges extends duration.	24+ hours	DP 158
6	Wyvern Watch	100 gp	360 gp	Ar	A ghostly wyvern attacks intruders that enter an area, alerting you and discharging the ritual.	8 hours	PH2 217
11	Banish Illusions	720 gp	1,800 gp	Ar (n)	Reveal invisible creatures, impose -2 on illusion attacks, grant +5 Insight against illusions.	24 hours	EPG 116
11	Land Ward	500 gp, + 2 surges	2,600 gp	N	Set an Arcana DC to successfully defile in the warded area.	24 hours	DSCS 117
12	Arcane Barrier	1,000 gp	3,200 gp	Ar	Create a 2-by-2 square barrier that otherwise works like Arcane Lock	4 hours	Dr (366) 27
12	Demicache	1,000 gp	2,600 gp	Ar	Create a small demiplane that can store items and lasts for variable time.	Check	MotP 150
14	Eye of Warning	800 gp	4,200 gp	Ar	Set eyes like Eye of Alarm, but the eyes can sense and destroy scrying sensors.	24 hours	PH 305
14	Masking Shroud	840 gp	4,200 gp	Ar (n)	Make you and up to five allies invisible to scrying sensors.	24 hours	EPG 118
14	Scramble Portal	1,600 gp	4,000 gp	Ar	Make a magical portal malfunction for a variable time, sending users to a random location.	Check	MotP 151
14	Sentinel Eye	800 gp	4,200 gp	Ar	Create eyes like with Eye of Alarm, but the eyes alert you telepathically and allow scrying.	24 hours	DCD 85
14	Voicecatcher Veil	1,600 gp, + 1 surge	4,200 gp	Ar	Ward a variable area against mental communication you disallow.	24 hours	Dr (366) 33
15	Aura of True Vision	ƒ	5,000 gp	Ar (n)	Cause invisible things within 5 squares of a ring of true seeing (focus) to become and remain visible.	10 minutes	Dr (385) 28
16	Safeguard	3,600 gp + 3 surges	13,500 gp	Ar	Set eyes like Eye of Alarm that alert you silently and allows you and allies to teleport to them.	24 hours	Dr (366) 31
16	Stasis Shell	1,800 gp	9,000 gp	Ar	Encase an object in crystal that makes the object immune to damage and age.	Until moved	Dr (366) 32
18	Guards and Wards	5,000 gp, + 5 surges	17,000 gp	Ar	Ward a large area so intruders see it filled with fog, and find it full of false items and locked doors.	24+ hours	AP 155
18	Teleport Catcher	7,000 gp	20,000 gp	Ar	Ward a variable area so that any teleportation within deposits the teleporter in another location.	24+ hours	Dr (366) 32
20	Chamber of Vulnerability	5,000 gp	25,000 gp	Ar	Ward a variable area to grant enemies variable vulnerability to your breath weapon's damage type.	24+ hours	DCD 84
20	Forbiddance	5,000 gp, + 5 surges	25,000 gp	Ar	Ward a variable area against scrying and teleportation.	24+ hours	PH 305
28	Imprisonment	170,000 gp, + 5 surges	500,000 gp	Ar (n)	Imprison a willing or helpless creature on a hidden demiplane you create, setting release conditions.	Permanent	AP 156

Reference Groupings

Access Mounts

Beast Growth (Exploration/4)
Eagle's Flight (Exploration/10)
Familiar Mount (Exploration/4)
Handle Steed (Martial Practice/8)
Mindshape Warwing Drake (Creation/5)
Phantom Steed (Exploration/6)
Steed Summons (Travel/6)

Acquire Skill

Ancestral Whispers (Divination/6)

Bind A Soul

Spirit Idol (Restoration/7)

Break and Enter

Corpse Gate (Travel/14)
Detect Object (Exploration/10)
Detect Secret Doors (Exploration/3)
Detect Treasure (Exploration/9)
Knock (Exploration/4)
Passwall (Exploration/12)
Tree Stride (Travel/6)
Vistani Passkey (Creation/5)
Wizard's Escape (Exploration/6)

Change Environment

Affect Normal Fire (Exploration/3)
Banish Vermin (Warding/1)
Bloom (Exploration/2)
Chamber of Vulnerability (Warding/20)
Control Weather (Exploration/14)
Disorienting Portal (Travel/10)
Earthen Ramparts (Exploration/6)
Excavation (Exploration/6)
Land Ward (Warding/11)
Preserve Flame (Exploration/6)
Purge Spellplague (Exploraton/24)
Quench the Flame (Exploration/12)
Raise Land (Creation/30)
Revitalize (Exploraton/15)
Shift Mote (Exploraton/26)
Snowstorm Summons (Exploration/14)

Change Objects

Arcane Lock (Warding/4)
Bolster Object (Warding/6)
Evard's Extensible Rope (Exploration/10)
Ironwood (Creation/6)
Make Whole (Exploration/1)
Mordenkainen's Joining (Creation/6)
Preservation (Warding/2)
Scramble Portal (Warding/14)
Secret Page (Warding/1)
Shrink (Exploration/6)
Temporary Fix (Martial Practice/1)

Change Treasure

Disenchant Matic Item (Creation/6)
Fluid Funds (Creation/2)
Shrink (Exploration/6)
Transfer Enchantment (Creation/4)

Clean

Fastidiousness (Warding/1)

Communicate

Affect Normal Fire (Exploration/3)
Amanuensis (Creation/1)
Animal Messenger (Exploration/1)
Arcane Mark (Creation/1)
Battlefield Elocution (Exploration/3)
Comprehend Language (Exploration/1)
Decipher Script (Martial Practice/6)
Far Sending (Exploraton/16)
Magic Mouth (Exploration/1)
Planar Sending (Exploration/14)
Pyrotechnics (Creation/2)
Sending (Exploration/6)
Speech Without Words (Martial Practice/3)
Telepathic Bond (Exploration/14)
True Sending (Exploraton/20)

Copy Text

Amanuensis (Creation/1)
Decipher Script (Martial Practice/6)

Create Consumables

Alchemical Rituals (all)
Brew Potion (Creation/1)
Create Holy Water (Creation/1)
Create Primal Element (Creation/2)
Enchant Magic Item (Creation/4)

Create Objects

Alchemical Rituals (all)
Brew Potion (Creation/1)
Create Holy Water (Creation/1)
Create Primal Element (Creation/2)
Create Teleportation Circle (Travel/15)
Create Tree of Life (Creation/25)

Duplicate (Creation/6)
Enchant Magic Item (Creation/4)
Forge Armor (Martial Practice/4)
Forge Weapon (Martial Practice/4)
Master Artisan (Martial Practice/1)
Raise Land (Creation/30)
Transfer Enchantment (Creation/4)

Create Security/Alarms

(see also Foil Eavesdropping, Mislead, and Protect)
Arcane Barrier (Warding/12)
Arcane Lock (Warding/4)
Arcane Mark (Creation/1)
Banish Vermin (Warding/1)
Chamber of Vulnerability (Warding/20)
Chorus of Truth (Exploration/10)
Conceal Dragon Mark (Deception/1)
Disorienting Portal (Travel/10)
Eye of Alarm (Warding/2)
Eye of Warning (Warding/14)
Forbiddance (Warding/20)
Guards and Wards (Warding/18)
Leomund's Secret Chest (Exploration/6)
Magic Circle (Binding/5)
Magic Mouth (Exploration/1)
Primal Grove (Travel/19)
Safeguard (Warding/16)
Scry Trap (Scrying/20)
Secret Page (Warding/1)
Sentinel Eye (Warding/14)
Signal of Pursuit (Divination/8)
Silence (Warding/1)
Skull Watch (Warding/4)
Starshine (Warding/5)
Thief's Lament (Warding/6)
Undead Ward (Warding/3)
Voicecatcher Veil (Warding/14)
Ward the True Name (Scrying/26)
Warded Campsite (Martial Practice/3)
Wizard's Curtain (Warding/1)
Wyvern Watch (Warding/6)

Create Servants

Adjure (Binding/16)
Beast Growth (Exploration/4)
Create Scarecrow (Creation/14)
Imprint Anaxim (Exploration/10)
Undead Servitor (Creation/6)
Unseen Servant (Creation/1)

Detain/Restrain

Arcane Barrier (Warding/12)
Arcane Lock (Warding/4)
Banish Vermin (Warding/1)
Disorienting Portal (Travel/10)
Imprisonment (Warding/28)
Magic Circle (Binding/5)
Mark of Justice (Binding/12)
Primal Prison (Binding/14)
Teleport Catcher (Warding/18)
Tenser's Binding (Exploration/10)
Undead Ward (Warding/3)

Detect Creatures

Corpse Light (Divination/2)
Divine Sight (Divination/22)
Memory of a Thousand Deaths (Divination/6)

Disguise

Alter Ego (Martial Practice/8)
Corpselike Visage (Deception/6)
Deathly Shroud (Deception/6)
Donning Trollflesh (Deception/12)
Feign Death (Martial Practice/8)
Seeming (Deception/12)

Distribute Healing Surges

Comrades' Succor (Restoration/1)
Simbul's Conversion (Restoration/1)
Soulguard (Restoration/20)

Eavesdrop

Farsight (Scrying/16)
Feign Death (Martial Practice/8)
Gravesight (Scrying/8)
Observe Creature (Scrying/22)
Scribe (Exploration/10)
Scry Trap (Scrying/20)
Share Husk (Exploration/8)
Skull Watch (Warding/4)
View Location (Scrying/14)
View Object (Scrying/18)
Wizard's Sight (Scrying/8)

Entertain

Affect Normal Fire (Exploration/3)
Alter Ego (Martial Practice/8)
Battlefield Elocution (Exploration/3)
Bloom (Exploration/2)
Drawmij's Instant Summons (Travel/12)
Hallucinatory Creature (Deception/12)
Hallucinatory Item (Deception/5)
Lower Water (Exploration/2)

Object Reading (Divination/5)
Pyrotechnics (Creation/2)
Seeming (Deception/12)
Tune of Merriment (Exploration/9)
Water Breathing (Exploration/8)
Water Walk (Exploration/2)

Fake Objects

False Aura (Deception/16)
Fool's Gold (Deception/3)
Hallucinatory Item (Deception/5)
Precise Forgery (Martial Practice/5)

Foil Communication

Voicecatcher Veil (Warding/14)

Foil Defiling

Land Ward (Warding/11)
Revitalize (Exploraton/15)

Foil Eavesdropping

Eavesdropper's Foil (Warding/4)
Fool's Speech (Deception/6)
Forbiddance (Warding/20)
Masking Shroud (Warding/14)
Scry Trap (Scrying/20)
Silence (Warding/1)
Solace Bole (Travel/12)
Telepathic Bond (Exploration/14)
Ward the True Name (Scrying/26)
Wizard's Curtain (Warding/1)

Foil Illusions

Banish Illusions (Warding/11)

Foil Invisibility

Aura of True Vision (Warding/15)

Foil Pursuit

(see also Foil Eavesdropping, Protect, Teleport, and Travel Between Planes)
Arcane Barrier (Warding/12)
Arcane Lock (Warding/4)
Control Weather (Exploration/14)
Eagle's Flight (Exploration/10)
Ghost Walk (Travel/9)
Hunter's Curse (Binding/3)
Lower Water (Exploration/2)
Mark of Justice (Binding/12)
Mordenkainen's Ascent (Exploration/6)
Overland Flight (Exploraton/20)
Passwall (Exploration/12)
Phantom Steed (Exploration/6)
Rope Trick (Exploration/12)
Scramble Portal (Warding/14)
Seal Portal (Binding/8)
Shadow Bridge (Exploration/8)
Shadow Walk (Exploration/12)
Silt Walk (Exploration/12)
Solace Bole (Travel/12)
Steed Summons (Travel/6)
Summon Winds (Exploration/3)
Teleport Catcher (Warding/18)
Tenser's Lift (Exploration/8)
Trailblaze (Exploration/10)
Traveler's Camouflage (Deception/1)
Tree Stride (Travel/6)
Water Walk (Exploration/2)
Windmaster's Mantle (Travel/20)
Wizard's Escape (Exploration/6)

Foil Stealth

Aura of True Vision (Warding/15)
Banish Illusions (Warding/11)
Starshine (Warding/5)
Thief's Lament (Warding/6)
Voicecatcher Veil (Warding/14)

Foil Teleportation

Forbiddance (Warding/20)
Teleport Catcher (Warding/18)

Hide Information

(see also Foil Eavesdropping)
Secret Page (Warding/1)

Improve Capabilities

Chamber of Vulnerability (Warding/20)
Endure Elements (Exploration/2)
Endure Primordial Elements (Exploraton/17)
Feat of Strength (Exploration/4)
Fortify Beast (Martial Practice/5)
Reliable Balance (Martial Practice/5)
Survivor's Preparation (Martial Practice/2)
Thorough Search (Martial Practice/5)
Tracker's Eye (Martial Practice/1)
Traveler's Chant (Exploration/1)
Uncanny Strength (Martial Practice/5)
Use Scroll (Martial Practice/15)

Improve Teamwork

Peerless Exploration (Martial Practice/12)
Status (Divination/8)
Telepathic Bond (Exploration/14)
Tiny Lanterns (Exploration/6)

Influence Beasts

Animal Friendship (Binding/5)
Animal Messenger (Exploration/1)
Banish Vermin (Warding/1)
Handle Steed (Martial Practice/8)
Mark of Justice (Binding/12)
Share Husk (Exploration/8)

Influence Monsters

Adjure (Binding/16)
Call of Friendship (Exploration/4)
Handle Steed (Martial Practice/8)
Mark of Justice (Binding/12)
Mindshape Warwing Drake (Creation/5)
Precise Forgery (Martial Practice/5)
Spirit Fetch (Exploration/2)
Tune of Merriment (Exploration/9)

Influence People

Anthem of Unity (Binding/8)
Call of Friendship (Exploration/4)
Glib Limerick (Deception/1)
Lullaby (Exploration/3)
Mark of Justice (Binding/12)
Precise Forgery (Martial Practice/5)
Spirit Fetch (Exploration/2)
Tune of Merriment (Exploration/9)

Interrogate

Chorus of Truth (Exploration/10)
Discern Lies (Divination/6)
History Revealed (Divination/11)
Lullaby (Exploration/3)
Mark of Justice (Binding/12)
Speak with Dead (Exploration/6)
Tune of Merriment (Exploration/9)

Investigate

Analyze Portal (Divination/8)
Aria of Revelation (Divination/10)
Commune with Nature (Divination/6)
Consult Oracle (Divination/16)
Detect Object (Exploration/10)
Detect Secret Doors (Exploration/3)
Detect Treasure (Exploration/9)
Discern Lies (Divination/6)
Dowsing Rod (Divination/1)
Excavation (Exploration/6)
Farsight (Scrying/16)
Find the Path (Exploration/6)
Hand of Fate (Divination/4)
History Revealed (Divination/11)
Hunter's Blessing (Divination/5)
Inquisitive's Eyes (Divination/8)
Knock (Exploration/4)
Last Sight Vision (Divination/2)
Loremaster's Bargain (Divination/22)
Lower Water (Exploration/2)
Memory of a Thousand Deaths (Divination/6)
Memory of the Dragon (Divination/12)
Object Reading (Divination/5)
Observe Creature (Scrying/22)
Seek Rumor (Divination/2)
Speak with Dead (Exploration/6)
Speaking with Nature (Divination/5)
Thorough Search (Martial Practice/5)
Tracker's Eye (Martial Practice/1)
View Location (Scrying/14)
View Object (Scrying/18)
Visage of Life (Divination/12)
Whispers of the Edifice (Exploration/14)
Wizard's Sight (Scrying/8)
Word on the Street (Martial Practice/11)

Learn

Analyze Portal (Divination/8)
Ancestral Whispers (Divination/6)
Aria of Revelation (Divination/10)
Commune with Nature (Divination/6)
Consult Mystic Sages (Divination/10)
Consult Oracle (Divination/16)
Divine Sight (Divination/22)
Hand of Fate (Divination/4)
History Revealed (Divination/11)
Inquisitive's Eyes (Divination/8)
Last Sight Vision (Divination/2)
Loremaster's Bargain (Divination/22)
Magic Map (Divination/9)
Memory of a Thousand Deaths (Divination/6)
Memory of the Dragon (Divination/12)
Object Reading (Divination/5)
Peerless Exploration (Martial Practice/12)
Portend Weather (Divination/1)
Seek Rumor (Divination/2)
Speak with Dead (Exploration/6)
Speaking with Nature (Divination/5)
Spirit Idol (Restoration/7)
Summon Demon (Binding/16)
Tracker's Eye (Martial Practice/1)
Travel Sense (Martial Practice/1)
Visage of Life (Divination/12)
Voice of Fate (Divination/26)
Whispers of the Edifice (Exploration/14)
Word on the Street (Martial Practice/11)

Light

Affect Normal Fire (Exploration/3)
Corpse Light (Divination/2)
Dark Light (Exploration/4)
Starshine (Warding/5)
Tiny Lanterns (Exploration/6)

Mislead

Aura Mask (Deception/8)
Conceal Dragon Mark (Deception/1)
Conceal Object (Deception/10)
Corpselike Visage (Deception/6)
Deathly Shroud (Deception/6)
Deceive Sensor (Deception/26)
Disorienting Portal (Travel/10)
Feign Death (Martial Practice/8)
Hallucinatory Creature (Deception/12)
Hallucinatory Item (Deception/5)
Hidden Pocket (Martial Practice/5)
Magic Mouth (Exploration/1)
Memory Seal (Binding/18)
Precise Forgery (Martial Practice/5)
Secret Page (Warding/1)
Self-Holding Bag (Exploration/5)
Teleport Catcher (Warding/18)

Move Longterm

(see also Teleport and Travel Between Planes)
Eagle's Flight (Exploration/10)
Enhance Vessel (Exploration/10)
Ghost Walk (Travel/9)
Long-Distance Runner (Martial Practice/6)
Overland Flight (Exploraton/20)
Phantom Steed (Exploration/6)
Shadow Walk (Exploration/12)
Summon Winds (Exploration/3)
Survivor's Preparation (Martial Practice/2)
Trailblaze (Exploration/10)
Travel Sense (Martial Practice/1)
Traveler's Chant (Exploration/1)
Windmaster's Mantle (Travel/20)

Navigate

(see also Teleport and Travel Between Planes)
Analyze Portal (Divination/8)
Astral Guide (Binding/14)
Call Wilderness Guide (Exploration/6)
Commune with Nature (Divination/6)
Consult Oracle (Divination/16)
Detect Object (Exploration/10)
Detect Treasure (Exploration/9)
Dowsing Rod (Divination/1)
Farsight (Scrying/16)
Find the Path (Exploration/6)
Hand of Fate (Divination/4)
Inquisitive's Eyes (Divination/8)
Speaking with Nature (Divination/5)
Wizard's Sight (Scrying/8)

Overcome Obstacles

Clear the Path (Exploration/6)
Corpse Gate (Travel/14)
Eagle's Flight (Exploration/10)
Easy Passage (Exploration/6)
Evard's Extensible Rope (Exploration/10)
Mordenkainen's Ascent (Exploration/6)
Passwall (Exploration/12)
Phantom Steed (Exploration/6)
Shadow Bridge (Exploration/8)
Silt Walk (Exploration/12)
Tenser's Lift (Exploration/8)
Tree Stride (Travel/6)
Water Breathing (Exploration/8)
Water Walk (Exploration/2)
Water's Gift (Exploration/10)
Waterborn (Exploration/14)
Wavestrider Enchantment (Exploration/4)
Wizard's Escape (Exploration/6)

Preserve Corpse

Embalm (Martial Practice/2)
Gentle Repose (Restoration/1)
Spirit Idol (Restoration/7)

Preserve Objects

Preservation (Warding/2)
Stasis Shell (Warding/16)

Protect

(see also Shelter)
Banish Vermin (Warding/1)
Dragonward (Binding/10)
Magic Circle (Binding/5)
Undead Ward (Warding/3)

Record Information

Amanuensis (Creation/1)
Decipher Script (Martial Practice/6)
Scribe (Exploration/10)

Repair Objects

Make Whole (Exploration/1)
Mordenkainen's Joining (Creation/6)
Temporary Fix (Martial Practice/1)

Rest

(see also Create Security/Alarms and Shelter)
Create Campsite (Exploration/1)
Delver's Fire (Exploration/2)
Fantastic Recuperation (Restoration/16)
Hallowed Temple (Creation/12)
Iron Vigil (Exploration/4)
Primal Grove (Travel/19)
Rope Trick (Exploration/12)
Secure Shelter (Creation/10)
Solace Bole (Travel/12)
Song of Restfulness (Exploration/10)

Resurrect

Raise Beast Companion (Restoration/1)
Raise Dead (Restoration/8)
Soulguard (Restoration/20)

Search

Astral Guide (Binding/14)
Call Wilderness Guide (Exploration/6)
Clear the Path (Exploration/6)
Commune with Nature (Divination/6)
Consult Oracle (Divination/16)
Detect Object (Exploration/10)
Detect Secret Doors (Exploration/3)
Detect Treasure (Exploration/9)
Dowsing Rod (Divination/1)
Excavation (Exploration/6)
Farsight (Scrying/16)
Inquisitive's Eyes (Divination/8)
Lower Water (Exploration/2)
Memory of a Thousand Deaths (Divination/6)
Object Reading (Divination/5)
Observe Creature (Scrying/22)
Passwall (Exploration/12)
Share Husk (Exploration/8)
Speak with Dead (Exploration/6)
Speaking with Nature (Divination/5)
Thorough Search (Martial Practice/5)
View Location (Scrying/14)
View Object (Scrying/18)
Whispers of the Edifice (Exploration/14)
Wizard's Escape (Exploration/6)
Wizard's Sight (Scrying/8)

Share Senses

Gravesight (Scrying/8)
Share Husk (Exploration/8)

Shelter

(see also Create Security/Alarms)
Earthen Ramparts (Exploration/6)
Hallowed Temple (Creation/12)
Primal Grove (Travel/19)
Rope Trick (Exploration/12)
Secure Shelter (Creation/10)
Solace Bole (Travel/12)

Sneak

Chameleon's Cloak (Deception/10)
Control Weather (Exploration/14)
Dark Light (Exploration/4)
Eavesdropper's Foil (Warding/4)
Explorer's Fire (Exploration/1)
Ghost Walk (Travel/9)
Hidden Pocket (Martial Practice/5)
Lullaby (Exploration/3)
Rope Trick (Exploration/12)
Self-Holding Bag (Exploration/5)
Shrink (Exploration/6)
Silence (Warding/1)
Snowstorm Summons (Exploration/14)
Traveler's Camouflage (Deception/1)
Tree Shape (Exploration/2)
Water Walk (Exploration/2)
Wizard's Curtain (Warding/1)
Wizard's Escape (Exploration/6)

Strengthen Objects

Arcane Lock (Warding/4)
Bolster Object (Warding/6)
Enhance Vessel (Exploration/10)
Ironwood (Creation/6)
Preservation (Warding/2)
Stasis Shell (Warding/16)

Survive

(see also Rest)
Affect Normal Fire (Exploration/3)
Banish Vermin (Warding/1)
Bloom (Exploration/2)
Clear the Path (Exploration/6)
Delver's Fire (Exploration/2)
Drawmij's Instant Summons (Travel/12)
Endure Elements (Exploration/2)
Endure Primordial Elements (Exploraton/17)
Excavation (Exploration/6)
Leomund's Secret Chest (Exploration/6)
Lower Water (Exploration/2)
Mordenkainen's Ascent (Exploration/6)
Peerless Exploration (Martial Practice/12)
Portend Weather (Divination/1)
Preserve Flame (Exploration/6)
Primal Grove (Travel/19)
Purify Water (Exploration/1)
Solace Bole (Travel/12)
Song of Sustenance (Exploration/8)

Survivor's Assurance (Martial Practice/17)
Survivor's Preparation (Martial Practice/2)
Travel Sense (Martial Practice/1)
Travelers' Feast (Exploration/4)
Water Breathing (Exploration/8)
Water Walk (Exploration/2)
Water's Gift (Exploration/10)
Waterborn (Exploration/14)

Teleport

(see also Travel Between Planes)
Corpse Gate (Travel/14)
Create Teleportation Circle (Travel/15)
Follow the Voice (Travel/16)
Linked Portal (Travel/8)
Planar Portal (Travel/18)
Reverse Portal (Travel/12)
Safeguard (Warding/16)
Succor (Travel/20)
True Portal (Travel/28)
Walk Crossroads (Travel/14)

Track

Commune with Nature (Divination/6)
Hunter's Blessing (Divination/5)
Magic Map (Divination/9)
Speaking with Nature (Divination/5)
Tracker's Eye (Martial Practice/1)

Transport Objects

Demicache (Warding/12)
Drawmij's Instant Summons (Travel/12)
Fluid Funds (Creation/2)
Leomund's Secret Chest (Exploration/6)
Self-Holding Bag (Exploration/5)
Tenser's Floating Disk (Exploration/1)
Tenser's Lift (Exploration/8)

Trap

Snare (Warding/4)
Teleport Catcher (Warding/18)

Travel Between Planes

Astral Sojourn (Travel/15)
Elemental Transference (Travel/12)
Fey Passage (Travel/6)
Planar Portal (Travel/18)
Plane Shift (Travel/18)
Shadow Passage (Travel/8)
Solace Bole (Travel/12)
True Portal (Travel/28)

Treat Lasting Effects

Cure Disease (Restoration/6)
Delay Affliction (Restoration/4)
Ease Spirit (Restoration/25)
Purify Spellscarred (Restoration/18)
Remove Affliction (Restoration/8)

Weaken Enemies

Chamber of Vulnerability (Warding/20)

Weaken Objects

Time Ravager (Creation/14)

Channel Divinity: Avandra

The Ever-Forking Path

By Craig Campbell

Illustration by Miguel Coimbra

From the hilltop, Thelwyn surveyed the scene below him, noting the contingent of skeletal guards standing silently at the tomb's entrance. The cleric of Avandra considered his options, smiling a bit, and turned to his compatriots.

"Twelve skeletons brandishing rusty blades," said Thelwyn in a matter-of-fact tone. "They shouldn't be much of a problem. Avandra will aid us."

Thelwyn's second, Bria Hammerhelm, looked at him incredulously. "Four on twelve. No, that shouldn't be a problem."

"We could create a distraction," offered Elistrial, the party's thief. "Perhaps draw a few of them away from the tomb doors. I bet Tornal's wizardry could manage that."

The acerbic wizard snorted. "Skeletons might not fall for such trickery."

Thelwyn's three companions fell to bickering over how to deal with the skeletons.

The cleric's smile never faltered as he broke into the exchange. "Friends! We don't have time for intricacies. The ghost within the tomb is about to rise. We need to act now." He glanced over his shoulder and began reciting the credo he had driven into his friends' minds over the past few months. "A life lived timidly . . ." He rose, turned, and charged toward the tomb.

As Thelwyn ran forward, his friends smiled to one another and finished in one voice: ". . . is a life not worth living!"

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The Ever-Forking Path

The faithful of Avandra see the cosmos in simple terms. History informs their decisions, and thoughts of what might come fill their hearts with hope. But their place in the world, right now, is paramount. They see themselves walking along a road that began in history and leads forward to myriad possibilities. They call this road the Ever-Forking Path.

What lies along the path? They don't know, but they're eager to find out. They live their lives in the now, daring the world around them to meet their stride, always seeking the next horizon and the next great adventure.

Avandra's faithful hold to the following as the core precepts of their faith.

One Foot in Front of the Other

Avandra's faithful are constantly on the move. They travel to distant lands, seek new adventures, and revel with all those they meet along the way. They consider travel a gift and trade a joy. Rare is the follower of Avandra who settles in one place for long, even in old age. Wanderlust, and all the glories it brings with it, is in each one's blood.

Left, Right, or Straight Ahead

Followers of Avandra promote freedom in all aspects of life. They seek to bring independence to the subjugated and promote self-determination and self-awareness in those who have fallen into stagnant, close-minded lives. They oppose slavery and oppression in all its forms.

The Wind Always Blows

Avandra promotes change in all forms, but more so as an agent for bringing about a better tomorrow. Her faithful never shy away from changes in life, whether such changes occur in government, trade, or personal goals. They consider change to be an opportunity that might be harnessed or influenced to improve the lives of all.

Eyes on the Horizon

Avandra's faithful always look to the future. They seek out the new and undiscovered (as well as rediscovering the forgotten past), and bask in the opportunities the future holds. They foster such beliefs in others by leading them into these new frontiers.

The Greatest Blessing

Paramount among the favors bestowed by Avandra is luck. Avandra's faithful don't consider luck to be a random occurrence or something the gods mete out on a whim. Rather, they believe luck to be a reward for a life filled with forthrightness and daring, and they teach others to respect luck in the same manner.

Avandra's Faithful

Given Avandra's embrace of all things free and ever-changing, her followers don't hold to a stringent hierarchy within her faith. No high priest of Avandra exists. Instead, the faithful revere individual merit within their ranks. A young member of the faith who has promoted the precepts of the faith throughout his or her short life is held in as high regard as an elder who has worshiped Avandra for many decades.

Although one might think that this way of doing things would create resentment among the older, more experienced clerics, it instead creates a strong sense of camaraderie. All followers of Avandra consider their brothers and sisters in faith to be on equal footing with themselves as they, as a group, work to deliver Avandra's message to all. This is not to say that censure or even excommunication doesn't occur within the faith. If a member is not pulling his or her weight, he or she is told so. If the offending individual doesn't step up his or her work, he or she is removed from the faith.

When a leader is needed, such as in times of political turmoil or war, all a follower of Avandra needs to do is step forward and take control. If more than one takes a leadership role, they work as a team for the good of the faith, dividing up responsibilities according to their personal strengths. If conflicts arise among these leaders, they call for a vote by all involved parties (including nonfollowers who have a stake in the matter) to settle the dispute.

Initiation into the Faith

Although some members seek to join the ranks of Avandra, sometimes becoming a member of the faith is a happy accident. Those already in the faith keep an eye open for anyone who lives a bold life, helps others, and spreads Avandra's beliefs and philosophies—whether these people do so on purpose or because that is how they live their life normally.

Initiation is not a complicated process of oaths and rites. Instead, the new member is welcomed to the faith by those attending, and then the group shares tales of derring-do while enjoying an evening feast and a round of drinks to toast the goddess.

The Stepping Stone

Worshipers of Avandra have little use for holy days and clerical rites, but they do greet each new year with a short ceremony called the Rite of the Stepping Stone.

At this event, all followers of Avandra in attendance take turns stepping upon a large, flat runestone blessed by Avandra. There they renew their faith and declare their intentions for the coming year, with the caveat that intentions could be changed by reality. Once a follower's declaration is finished, he or she takes a long stride off the Stepping Stone as a metaphorical representation of his or her continuing journey on the Ever-Forking Path.

The Traveler's Journal

Each of Avandra's followers keeps a personal journal. Some faithful record facts in it. Others compose poems or songs. Still others pen sweeping prose, connecting the entirety of the journal in a grand, epic tale.

When they congregate, followers recite the stories of their adventures while enjoying fine ale and a hearty meal. Sometimes, a group performs a mummer's play based on the accomplishments of a guest of honor or a recently deceased member of the faith.

Vestments and Holy Symbols

Members of the faith do not have a specific uniform. Instead, followers of Avandra garb themselves in whatever is appropriate for their current travels and the climate. When possible, they sprinkle the colors of Avandra—green and brown—into clothing that otherwise doesn't contain those colors.

Holy symbols of Avandra vary as much as her followers. When first embarking upon the Ever-Forking Path, the faithful craft their own holy symbols from whatever materials they find readily available. Symbols of Avandra might be made of stone, wood, leather, or bone.

These holy symbols are utilitarian and never ostentatious. The faithful dislike the idea of using precious metals or gemstones in their symbols, because these materials can be better used to purchase goods or services for those in need or to finance further travels. Even those who craft magic holy symbols create simple implements bereft of expensive material.

Avandra Embraces All

Though Avandra holds the halfling race near and dear, she embraces all the intelligent and goodly races of the world. Given this fact and her dominion over many aspects of life, Avandra's faith is among the most widespread in the world.

Halflings see Avandra in a particular light. Her "adoption" of their race marks her as more than a goddess—she is a mother. They call her "Our Mother" as a sign of respect for the guidance she offers them.

Because humans are the most widely traveled of the races, they see Avandra's dominion over travel as important to them.

Elves and eladrin honor Avandra for her unwavering belief in freedom and change. They call upon her regularly to bless their endeavors and ask for her help to better their people.

Dwarf traders revere Avandra as the godly agent of trade. Dwarf followers of Avandra are among the shrewdest barterers in the world. They also give thanks to her for her continued protection of their freedom after ages of slavery.

Dragonborn, proud and bold by nature, see Avandra as a strong, daring female who rewards forthright behavior. They refer to her as *Thes Ilnnen*, a formal Draconic phrase meaning "unwavering female."

Given their race's past foibles, tieflings honor Avandra's support of change for the better. After all, if anyone or anything can change, so too can the tieflings shrug off their collective past and create a better future for themselves.

Holy Sites

Temples dedicated to Avandra are rare. The most well known is the Temple of the Fates, in which worshipers of Avandra, Ioun, and the Raven Queen congregate to pay homage to the three gods of destiny.

Small shrines to Avandra, on the other hand, are plentiful along major roadways and less traveled paths all over the world. Travelers, trade caravans, pilgrims, and adventurers stop at these shrines to rest and pray for continued safety in their travels and success in their coming endeavors.

Every major city boasts a shrine to Avandra near the main gate of the city. Smaller towns and villages, particularly those on the edges of civilization, often contain shrines as well.

Regardless of its location, a shrine to Avandra is a simple structure, composed of a single standing stone roughly 4 feet tall and 1 foot in diameter. The side of the stone facing the nearest road or trail is etched with the symbol of Avandra. Followers who visit the shrine ensure that green and brown dyes cause the

etchings to show up against the stone, making the symbol visible from a distance.

If a member of the faithful comes upon a shrine in disrepair, he or she takes the time to fix the stone or sees to the crafting of another one if the existing shrine is damaged beyond easy repair. Travelers in a hurry have been known to leave bags of coins with complete strangers if those people promise to use the funds to repair a damaged or dilapidated shrine.

Although Avandra doesn't require sacrifices, particularly superstitious travelers burn small offerings on the tops of the standing stones, leaving the tops a bit charred.

Many shrines also feature a secret hiding place near the base of the stone. These niches, collectively known as Fortune's Cache, are hidden cunningly. Only the faithful of the Avandra know of their existence, though anyone who knows what to look for can find one. If a follower discovers a shrine that has no cache, he or she can create one given enough time.

Within the cache, followers of Avandra leave tokens to mark their visit, as well as spare items that other followers might find useful. A typical cache might contain a few dry rations, a snare kit, a fishhook on a length of line, or a map of the area. The faithful are free to take items they need, and those who have useful items they don't need are expected to leave them for future travelers to use.

Portents

Given Avandra's dominion over change, freedom, and travel, her worshipers see her hand at work in seemingly inconsequential events. Avandra doesn't provide signs that dictate specific actions. Instead, she alerts her faithful to change and the possibilities it represents.

The following omens are ones that Avandra's faithful consider important.

- A feather held aloft by the wind in the presence of the viewer indicates a change is coming. A white feather predicts the end of a war or foretells of a period of prosperity. A dark feather indicates coming trouble.
- A person bearing three parallel scars (similar to the lines in Avandra's holy symbol) is viewed as a likely unwitting agent of Avandra. Followers should speak to such a person and heed what he or she has to say.
- A follower who wakes to the sight of a young, three-leafed plant knows that the day will be a good one and that he or she should pursue the current path with greater vigor. Waking to the sight of buzzing insects or a snake is an ill omen; followers should be careful that day.
- Abrupt changes in weather also provide signs. The sudden end of a storm, followed by a rainbow, hearkens to great deeds being performed in the area. A clear, calm day suddenly beset by high wind indicates that one should be wary of betrayal or loss.
- One specific type of omen is more important than all these others. Witnessing a green and brown butterfly emerging from a cocoon signals that Avandra is nearby.

The Wanderer in the World

Most of the gods reside in their own realms dotted throughout the multiverse. Avandra, however, has no divine realm or palace. She calls the world her home, and she wanders with no apparent final destination in mind.

Given her travels, adventurers might meet Avandra at any time while adventuring. She can take any guise, and those who encounter her likely do not realize they are in the presence of the deity.

Although paragon and epic tier adventurers have access to spells and magic items that allow them to traverse the planes and seek audience with a deity, such capabilities do not aid someone seeking Avandra. Finding Avandra is a journey that relies more on the follower's insight, boldness, and faith than on magic.

Avandra's faithful, even those in the heroic tier, can seek her out. Accomplishing such a goal can take months or even years, since Avandra tests her faithful to determine if they are truly worthy of garnering an audience with her. The specifics of a quest to gain audience with Avandra are in the hands of the DM.

Backgrounds

Followers of Avandra come to the faith in myriad ways. The following are two ideas for how your character first embraced Avandra's teachings.

Accidental Initiate: You had a happy childhood that involved a lot of running and playing, and your parents were overjoyed that you were strong and healthy. When you came of age, you set out to explore the world with wanderlust in your veins. Over time, you fell in love with the freedom you experienced while on the road. But you never gave much thought to worshiping Avandra. One fateful day, you happened upon a cleric espousing the virtues of Avandra, and you realized you were a follower without knowing it.

Associated Skills: Insight, Perception

Associated Quests: Establish five new roadside shrines to Avandra in distant locations and stock their hidden caches; blaze a trail into unexplored territory on another plane of existence; work with followers of Ioun and the Raven Queen to establish a new temple to all three deities of fate.

Born in Avandra's Presence: Avandra was present at your birth, though none knew that she was there. Hidden behind one of her many disguises, she was present for the moment your life began, and she touched you with a divine spark. Her touch imbues you with knowledge that you don't truly understand, but this knowledge can guide you in your endeavors.

Associated Skills: History, Religion

Associated Quests: Compose and perform an entertaining, inspiring epic poem about your exploits or those of another respected follower of Avandra; destroy a temple of Tiamat, Torog, or Zehir; bring freedom to people whose liberty has been stripped away by a tyrant or slave master.

FEATS, PARAGON PATHS, AND EPIC DESTINIES

Many options are available for followers of Avandra in previously published material. The following list contains character options that are favored by followers of Avandra.

Feat	Source
Agile Opportunist	Player's *Handbook 2*
Armored by Faith	*Divine Power*
Avandra's Rescue	*Player's Handbook*
Battle Hardened	*Player's Handbook 3*
Blessed Scoundrel	*Divine Power*
Gritty Determination	*Player's Handbook 3*
Improved Initiative	*Player's Handbook*
Indomitable Will	*Player's Handbook 2*
Lucky Start	*Player's Handbook 3*
Reserve Maneuver	*Player's Handbook 2*
Seize the Moment	*Player's Handbook*
Skill Focus	*Player's Handbook*
Unfailing Vigor	*Player's Handbook 3*
Unfettered Stride	*Player's Handbook*

Paragon Path	Source
Cerulean Adept	*Player's Handbook 3*
Compassionate Healer	*Divine Power*
Flame of Hope	*Player's Handbook 2*
Guardian of the Living Gate	*Player's Handbook 2*
Hospitaler	*Player's Handbook*
Pathfinder	*Player's Handbook*
Watchful Shepherd	*Divine Power*
Wild Mage	*Player's Handbook 2*

Epic Destiny	Source
Avatar of Freedom	*Divine Power*
Avatar of Hope	*Divine Power*
Chosen	*Divine Power*
Dark Wanderer	*Martial Power*
Eternal Seeker	*Player's Handbook*
Glorious Spirit	*Player's Handbook 2*

Paragon Path

Many heroes strive to be the pinnacle of boldness and to embody the spirit of adventure. The following paragon path is available to those who worship Avandra and who hope to become the quintessential adventurer.

Exemplar of Avandra

"I am the living embodiment of Avandra's spirit."

Prerequisite: Must worship Avandra

The life of an adventurer is a life of extremes. Although you stare death (or worse) in the face on a regular basis while serving Avandra, you also embrace everything else life has to offer.

You find joy in sharing a hearty meal in the company of friends both old and new. You hunt and fish as needed and enjoy the world around you. You delight in journeying to a previously unknown land, whether the journey is safe and quick or filled with peril. When danger draws near or when those around you are in need, you don't hesitate to spring into action, calling upon Avandra as your greatest ally. Regardless of the situation, you embrace life with unbridled confidence and optimism, and you accept the inevitable challenges you face with equanimity.

All these joys fill your heart to brimming, and you praise Avandra for the opportunity to live an adventurous life filled with beauty and peril.

Exemplar of Avandra Path Features

Bold Step (11th level): Whenever you use a move action to shift, you can shift 1 extra square.

Exemplar Action (11th level): When you spend an action point to take an extra action, you gain a +2 bonus to speed and a +2 bonus to attack rolls, ability checks, and skill checks until the end of your next turn.

Avandra's Favor (16th level): While you are bloodied, you gain a +2 bonus to all defenses.

Exemplar of Avandra Powers

Forceful Response Exemplar of Avandra Attack 11

You channel Avandra's energy to strike back at a foe that has wounded you, emboldening your future actions against this foe.

Encounter ✦ Divine, Force, Implement
Immediate Reaction **Ranged** 5
Trigger: An enemy within 5 squares of you hits you with an attack.
Target: The triggering enemy
Attack: Wisdom vs. Reflex
Hit: 2d6 + Wisdom modifier force damage, and you knock the target prone. Additionally, the target grants combat advantage to you until the end of your next turn.

Share Avandra's Favor Exemplar of Avandra Utility 12

You grant Avandra's favor to one of your friends.

Encounter ✦ Divine
Minor Action **Close** burst 10
Target: One bloodied ally in the burst
Effect: Until the end of your next turn, the target gains a +4 power bonus to all defenses.

Bold Invitation Exemplar of Avandra Attack 20

You blast a foe with divine energy, forcing it to meet you in battle and bolstering yourself with Avandra's protection.

Daily ✦ Divine, Implement, Radiant, Teleportation
Standard Action **Ranged** 10
Target: One creature
Attack: Wisdom vs. Fortitude
Hit: 4d8 + Wisdom modifier radiant damage, and you can teleport the target to a square adjacent to you.
Miss: Half damage, and you pull the target up to 2 squares.
Effect: You gain a +2 bonus to all defenses against attacks made by the target until the end of your next turn.

Divine Boon

Avandra bestows special blessings on those who exemplify her ideals. A follower of Avandra who has impressed the goddess might gain a divine boon that bolsters his or her confidence in future endeavors.

Avandra's Blessing of Confidence Level 3+ Uncommon

Individuals blessed by Avandra gain an indomitable confidence in their own capabilities, allowing them to call upon their inner strength to augment themselves.

Lvl 3	680 gp	Lvl 18	85,000 gp
Lvl 8	3,400 gp	Lvl 23	4250,000 gp
Lvl 13	17,000 gp	Lvl 28	2,125,000 gp

Alternative Reward: Divine Boon
Property: You gain resist 5 to all damage against opportunity attacks.
Level 13: Resist 10.
Level 23: Resist 15.
Property: You gain a +1 item bonus to saving throws against effects that render you dazed, dominated, immobilized, restrained, slowed, or stunned.
Level 13: +2 item bonus.
Level 23: +3 item bonus.

About the Author

Craig Campbell is a long-time follower of Avandra. Four years ago, he left the frigid North and blazed a personal trail into the South, establishing a shrine to Avandra in Marietta, Georgia. He encourages all travelers to worship Avandra in the beaming light and suffocating heat of the Georgia sun, which is different from Pelor's sun.

Player Haters

(Or How the Player-in-Chief Sets Out to Set R&D Straight)

BY SHELLY MAZZANOBLE

Illustration by William O'Conner

Okay, I've left those brainiacs in R&D alone for long enough. See what happens when I give them a little freedom? Trust them to make the right decisions? Allow them to express themselves without the Player-in-Chief's resolute leadership?

Now I know exactly how my parents felt when my brother and I convinced them we wouldn't do anything illicit, illegal or ill-advised if they left us alone for a weekend while they took a boat trip to the Thousand Islands. We were in high school. Of course we were lying! As soon as the rubber hit the road my brother and I hit the liquor cabinet and spent the next sixty-four hours mixing drinks for our high school friends, playing manhunt in our neighbor's yard and trying to keep Lizzy Eubanks and Peter Wendt out of my parent's Jacuzzi. (Seriously, is this not the stuff Afterschool Specials are made of?) We failed at the latter.

Afterward we spent the remaining eight hours cleaning the house, burying the possum-sized mound of cigarette butts in the back yard, and disinfecting the Jacuzzi with three cans of Lysol and White Rain shampoo. (Helps if you drain it first.) Obviously my parents knew something was off as soon as they pulled in the driveway. Might have been the stench of Lysol emanating from their bedroom windows. I think I'm still grounded from that escapade.

It may not smell like homemade sanitizer on the third floor but something is still stinking down there. R&D and I had a deal, albeit an unspoken one. The intended deal was, they put the magic back in magic missile and I leave them alone in favor of doing other things like my day job. Maybe I forgot to mention the deal. Or maybe my boss mandated it. Whatever! The details are not important. What is important is R&D clearly didn't hold up their end of the bargain. (Just like they forgot to give your Player-in-Chief credit for the whole *magic missile* thing. Oh, the things you learn when you wear gumshoes and crouch outside of cubicles.)

So what's my beef? Thank you for asking. It's probably the same as yours, dear players of Dungeons & Dragons. The Dungeon Masters are getting too powerful. And they're gaining in number. And while I'm at it, they're not being fair to vampires. *It's not a choice,* R&D! Therefore it should be a race, not a class.

"Have you any idea how hard it is to be a vampire?" Mike Mearls quizzed me one day when he caught me lurking outside his cubicle. "How do you know being a vampire is not a job?"

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"Because everyone knows you don't choose to be a vampire," I countered. "It's not like how you choose your job or your hair style, or what to have for dinner." Or like how I didn't choose to be a girly-girl (even though my mom outfitted me in Toughskins and had me playing with Matchbox cars), or half-Italian (I would have chosen Irish), or a sissy, know-it-all, buttinsky who dresses funny. (Back to that hiding behind cubicles thing again.)

"It takes a lot of work to be a creature of the night," Mike went on. "Staying out of sunlight, shying away from garlic, fighting uncontrollable urges to not take strangers behind a dumpster and drain the life out of them."

"That's not *work!*" I countered. "I do that every day!"

But Mike would not be swayed and continued this absurd argument of vampire = job. "What about sustaining yourself? That's work! Do you know how hard it would be to have to hunt down your dinner every day, and have to chase it while it runs away from you?"

"No, but that's precisely why I'm a vegetarian."

"Well, you find me a vampire who doesn't think their lives are tough and then we'll talk about your little issues."

"Fine."

And then we talked about Mike's cat who eats sandwiches and his male dog who has an inferiority complex because he's named Bailey and the three or four stray animals he and his wife take in at any given time. See? He *seems* like a nice guy. But then you see his name plastered on things like *Heroes of Shadow*. Admittedly I'm a sucker for a good animal story but my resolve was solid. I would not cave, Good Players. I knew you were counting on me.

Pets aside, the fact that I would not be able to live out my vampire wizard fantasy upset me. Granted, it was only my fantasy since I received an advance copy of Heroes of Shadow, three days before. My D&D Encounters DM, Chris "Crusher of Dreams" Lindsay took great pleasure in informing me that I would in fact *not* be a wizard *and* a vampire. At least not in *his* game.

"Don't you mean our game?" I asked. Typical Dungeon Master. It's all about them.

"Sure, sure, whatever," he said, not looking up from his spreadsheet. "Just pick a different race. How about a vryloka? Or a halfling?"

"Right," I said. "Because a halfling is a fair substitute for a vampire."

"You're so typical," Chuck said, turning down the Christina Aguilera in his headphones. "All girls just love vampires. You know they don't sparkle in sunlight, right?"

Chuck came dangerously close to getting a stake through his heart. Everyone knows I vehemently despise those vampires.

"For your information, my desire to play a vampire has nothing to do with cheesy, vapid, teen romance."

"Says *Gossip Girl*'s number fan," Chris injects. "But go on."

What is wrong with these guys? *Gossip Girl* is *not* vapid. And no one watches for the romance. It's all about the fashion.

I continued. "I happen to have a fondness of vampires due to their apathy towards mirrors and ability to sleep for long periods of time. I slept until 1:30 this past Saturday. Straight through. And I didn't even care that it was probably the only sunny day we'll have this spring."

"Maybe you don't need to play one in D&D considering you're playing one in real life," Chuck says. "Oh and about that apathy toward mirrors thing? Did you happen to have spinach salad for lunch?"

Grr... These guys were just as bad as those maniacs downstairs. And then it occurred to me why. R&D made them that way! Chris and Chuck are both Dungeon Masters.

Again I take my complaints to Mike Mearls for no other reason than he has the misfortune of being at this desk whenever I happen to be walking by. The guy really needs an office. Off-site.

"Hey, Mearls. Adopt any cats today?"

"No, but there's a stray who's been living under our porch for the last few days. Probably take her in tonight."

"That's cool. Why so much darkness and despair on the product schedule this year? It's all doom and gloomwrought."

"It's dark times," he sighed. "War, bad economy, natural disasters."

"Which is exactly why players need an escape from all that."

"No, they need a way to fight their way out of it. You can't single-handedly create a million new jobs but you can create a character who can beat down an orc posse."

"Maybe the thing that would lift people's spirits is as simple as rescuing a stray kitten from under their deck. Ever think of that?"

Mike shook his head. "No."

Alright, fine, it's too late to change the product schedule and really just because something is set in

an evil, shadowy, ominous world doesn't mean we players can't thrive in it. But still I was unsettled. There was something else going on: The Dungeon-Mastering-Made-Fun-And-Easy movement.

Have you any idea how many times a day I'm forced to write things like "D&D Encounters is easy for Dungeon Masters to run?" I ask you, fellow D&D players: Do we want DMing to be easy? No! Our characters are in their greedy, danger-filled hands hands! Dungeon Mastering should take years to master.

To me, this is like making brain surgery easy and attainable for the every man and woman. Why step right up, future brain surgeons of the world. Get ready to slice into your first skull in these three easy steps! Everything you need to examine, dissect, and remove valuable brain tissue can be found right here in this kit! I don't want brain surgery to be easy. I want surgeons to undergo years of formal training before anyone hands them a scalpel. Is it wrong to want the same for my Dungeon Masters?

"Yes!" Mike said when I stopped by his desk a couple days later. "Dungeon Mastering shouldn't be a barrier. Anyone should be able to learn how to DM. Even you."

"How dare you. I'm the *Player*-in-Chief or have you forgotten? Again?"

"Uh yeah, sorry."

"Well, I think Dungeon Masters should undergo a bit more formal training. You know, like boot camp or *Iron Chef*. Then we can weed out the wannabees with the serious contenders."

Mike laughed. "That's a terrible idea. Look, we just want to give them the basics. The rest can come from their imaginations. It's their world. You just get to play in it."

"It's a great idea!" I'm already crafting my Iron Dungeon Master proposal. Instead of Kitchen Stadium it will be Creature Stadium .

"Let me ask you this," Mike said, leaning forward in his chair. "Do you like playing D&D?"

"Of course," I answered. Duh.

"Then you probably have a Dungeon Master to thank for that. And really, where would you and the rest of your motley crew be without them?"

I thought about this for a moment. I guess we'd be a bunch of people sitting in a conference room at lunchtime making dice towers and doodling on our character sheets. Fine. We need Dungeon Masters, but I wasn't ready to concede yet.

As I was sulking back to my desk I came across my co-worker, Marcy.

"Hey Mazzle," she said. "We were just talking about you."(No, Smarty Pants, she does *not* work in HR.)

"We were wondering when you would start running our D&D game again."

She was referring to the "all-girls" group I ran a while ago when a bunch of women around the office wanted to learn how to play.

"I figured once you learned, you wouldn't want to keep playing," I said. Or that they found a better Dungeon Master, I wanted to add but was afraid she'd admit it was true. To my surprise, she didn't.

"No way! We loved playing. You're by far my favorite Dungeon Master!"

"I am?" I asked, again ignoring the obvious question of how many she's had in her ingénue career as a halfling rogue.

"Sure," she said. "Hey, if you have the time, we'd love to play with you again."

And that's when I caved. Went down like a blood-drained victim. Maybe it was the adoration. Maybe it was Marcy's unbridled enthusiasm. Maybe it was my desire to infiltrate the ranks of the "other side" to better my chances at taking them down. Or worse, maybe I was little excited by the prospect of sitting behind the screen again. *Monster Vault: Threats from the Nentir Vale* is coming out soon and I already have a copy of *The Shadowfell: Gloomwrought and Beyond*. Maybe tonight after *Gossip Girl* I'll give it a look-see and come up with a new campaign for the girls.

"Sure!" I said. "Sounds fun. I'll set it up."

"Yippee! Can I be a vampire rogue this time?" she asked. "I just love vampires!"

I paused, not wanting to crush her blood-sucking spirit the way mine was crushed. Then I heard a familiar voice in my head. *It's their world. You just get to play in it.*

"Sure, " I said. "You can be anything you want."

We all can, I thought. Even if that means becoming a kinder, gentler Dungeon Master. Someone has to look after these players, right?

About the Author

Shelly Mazzanoble is a sucker. A blood-sucker that is. Don't tell her DM but her wizard *is* in fact a vampire.

Dragon # 398 | Editorial Archive | 4/12/2011

All Together Now

Dragon Editorial

by Steve Winter

Anyone who's followed *Dragon* and *Dungeon* over the past six months knows that we've had ups and downs. Since January, we've been targeting certain key issues very aggressively with new review procedures, new scheduling processes, and even some new angles in the fundamental way that we think about online 'magazines'.

At the start of the year, we set two big goals for March 31. The first was to cut the number of corrections needed in published articles nearly to zero. The second was to get enough material in the can so that no more articles would miss publication dates.

We've scored a solid hit on the quality target. The number of after-the-fact corrections being made on articles has been cut to the bone, and those fixes have been minor.

That improvement came at a stiff cost to the schedule. Back in January, we stated that things would get worse before they got better; we didn't expect them to get as much worse as they got. And we're not out of those woods yet. The article schedule is likely to be 'clumpy' for a while to come.

In a key, behind-the-scenes regard, the past three months have been a resounding success. They've established that *Dragon* and *Dungeon* can be more than auxiliary components of the **Dungeons & Dragons** publishing scheme. The online, subscription elements of the game should be, and need to be, fully integrated into the overall product offerings for D&D.

That doesn't mean everything in *Dragon* and *Dungeon* needs to be written by our full-time staff of designers, or that we're cutting off the flow of unsolicited article proposals. Submissions@wizards.com will continue to be the wellhead for great ideas from aspiring writers and designers—keep those emails coming!

What it means is that everywhere possible, online material will be closely coordinated with everything else D&D-related that passes through the R&D department. It also means that, for most intents and purposes, the distinction between "magazine staff" and "R&D" is disappearing. From here on, the *Dragon* and *Dungeon* content stream will flow through the main R&D pipe instead of a secondary magazine pipe. That applies to the whole process, from big-picture, long-range planning down to the day-to-day functions of contracting, editing, and typesetting. I'll still be here as editor-in-chief, culling through the inbox for innovative and inspiring ideas, sitting on the editorial board, and popping up in a monthly editorial like this one.

I'll also, however, be devoting a lot more attention to what's happening online and communicating frequently and directly with readers and fans, thanks to my new role as D&D Community Coordinator. Trevor Kidd's migration to Iowa created an opportunity for me to shift modes. Even though Trevor will continue to be involved—something we're all grateful for—he's leaving behind some functions that I'm very excited to take over. This is a hybrid position that's likely to evolve over time. The best way to describe it now is as an ambassador between you and R&D. I'll bring you news, updates, and insights into what's happening here, and in turn see that your concerns, comments, and occasional compliments are heard by the people who will benefit from hearing them.

For now, the best way to get my attention is to participate in the forums. I'll be there, answering questions, posting updates, and reading as much as possible. You can also PM WotC_Huscarl, email dndinsider@wizards.com, or find me on Twitter as StvWinter. We'll be experimenting more with direct communication as events move forward.

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Dungeon # 398 | D&D Alumni Archive | 4/15/2011 New!

Hybrids

D&D Alumni

Bart Carroll

I began this conversation back in March's *In the Works*: **Dungeons & Dragons** is a game rife with monsters collected from all manner of sources. Virtually no stone was left unturned—and whatever critter happened to be lurking underneath a stone was quickly statted up and thrown into the game's arena. In the past, I've talked about how these sources have included myths, legends, folklore, medieval bestiaries, religious demonologies, horror movies, dinosaurs, comic books, and pulp fantasy and science fiction tropes; others have discussed how some of the game's original monsters were based on dime store toys used as stand-ins for miniatures.

I've long felt that rather than generalize D&D as generic fantasy, embracing this mélange of monsters actually helped distinguish the game. The only thing better than having its own set of monsters is D&D having multiple sets of monsters all coexisting in their own strange way.

Which segues into the today's topic: the hybrid. Here, one might also make the case that the only thing better than one monster is two (or more) monsters mashed into a single creature. In today's article, we'll take a look at our favorite hybrids from the game—and ask for your help in creating some new ones!

From the Greeks

I have to say that if anyone loved monsters more than a 7-year old version of this author (proudly coloring in the black-and-white illos in his *Monster Manual*), it would be the Greeks. In Greek mythology, Echidna was quite literally the mother of monsters. Most people probably have never heard of her, but I'm sure you've heard of her kids: the chimera, hydra, and sphinx among others (and by others, we also mean the dogs Cerberus and Orthrus, Medusa and her sisters, and even the dragon that guarded the Golden Fleece). That's some lineage.

Echidna (you might be little surprised to hear) was herself a monster: half-woman, half-snake (a drakaina, which also included such company as Scylla the sea monster, Lamia the child eater, and—in some accounts—Medusa). Even her children went on to create more monsters: Medusa's spilled blood resulted in Pegasus and Chrysaor, the golden giant; and as we remember from the Ray Harryhausen film, the teeth from the Golden Fleece's guardian dragon, when sown, gave rise to the Spartoi warriors.

For whatever reason, Echidna is now mainly known as a spiny anteater. Which, I suppose, still looks monstrous enough... if you're an ant. So why do we bring her up at all? For starters, she mothered the chimera, which we'll talk about next. And really, she's as good a patron for our next *Creature Competition* as we're ever likely to meet.

Chimeras

As I said, the Greeks loved their monsters. When it came to their chimeric creatures—mishmashes of humans, animals, and (occasionally) dragons—many of them made their way, in some form or another, into the original *Monster Manual*. Here be griffons, hippogriffs, and hippocampi (not to mention India's manticore and leucrotta, the

Middle Eastern lammasu and shedu, and of course Egypt's sphinx).

Their descriptions might have changed along the way (the chimera becoming a three-headed monster in the game, instead of a monster of three parts), but then again, their exact physiologies and genealogies were fairly malleable in their own mythologies. Of course, D&D went on to create its own chimeras, with the owlbear perhaps foremost among them (and the duck bunny perhaps last).

Liminal Beings/Centauroids

Oddly enough, there never was an actual labyrinth in Crete. As learned on my tour there (hey, I have to make use of this information somehow), later peoples came across the ruins of the palace and found it so elaborate that they concocted the myth of the labyrinth and the minotaur (and although Theseus solved the labyrinth with a ball of twine, the same method appears foiled in the *Player's Handbook* by a cunning troll).

The minotaur represents another type of hybrid brought into the game—the luminal being, often referring to a creature specifically part human and part animal. The game has certainly borrowed its fair share from legend and folklore: the minotaur, harpy, centaur, rakshasa, and merfolk. Others were created for the game following the same motif: bird folk became aarakocra, insect folk became thri-kreen, even hippo folk became giff, and (arguable) octopus and squid folk became mind flayers and morkoth. The list, once attempted, goes on . . . and on . . . and on (myconids being fungus-based, saurials being dinosaur-based, dragonborn and draconians both staking claim to being dragon folk, and 2nd Edition vegepygmies listed as being mold-based . . . noting they were derogatorily called moldies for short).

In this category, centaurs and their ilk have also proven a popular hybrid: whether it's the classical part human/part horse, or any of the game's own varieties, including the wemic, scarrow, and 1st Edition's lamia. Oddly (thankfully?) no one has yet attempted something part human/part unicorn.

Of course, **Dungeons & Dragons** is far from the only venue to concoct its liminal beings. Where would we be without Mickey Mouse, the Teenage Mutant Ninja Turtles, Jeff Goldblum as *The Fly*, or China Mieville's anopheli (mosquito people far superior to *Mansquito*)? It's common culture to anthropomorphize animals and turn them into characters.

Lycanthropes

The last category we'll mention—before turning things over to you—is one that I'll call transformative hybrids. Another common meme in world folklore involves people who turn into animals (or hybridized versions). Putting 1982's *Cat People* (and 2004's *Catwoman*) aside, this meme has resulted in some classic tellings, with the werewolf chief among them. Even now, *Red Riding Hood* was recently playing in theaters.

In the past, I've claimed that the game created "golem" as a new creature category. I'd say that D&D did much the same with lycanthropes. True, the etymology of the word specifically refers to wolves, but the 1st Edition *Monster Manual* applied it to a host of animals: bear, boar, rat, tiger, and jackal. Some of these clearly borrowed from folklore (the weretiger from India, and werebears from berserkers), but creating a broad game category proved to be yet another useful classification for a disparate collection of monsters.

And although golems have exploded in variety throughout the editions, I'm rather surprised that lycanthropes haven't

(albeit with the occasional foxwoman, seawolf, or cat lord thrown in). Or, for that matter, why most of the game's lycanthropes involve animal form—with some exceptions, such as the barghest and penanggalan involving transformations into monsters.

Now, Your Turn

Clearly, I've rambled on long enough. Now here's the part where you come in. In the coming weeks, we're looking to fill the brackets to our next *Creature Competition*—and we'll be asking for your nominations.

The theme is hybrids. What new hybrids would you nominate for this competition? A straight-up chimera, like the owlbear, which mixes two or more creatures together? Something part human, part monster or animal, like the minotaur? Something transformative, like the werewolf?

Keep your eye out for the contest when it hits the promotion page, but here's what we have in mind: You'll send in your hybrid nomination. We'll select a number of them to populate our *Creature Competition* bracket tournament. You'll then vote for the winner—with the person who submitted the ultimate winning hybrid earning a pretty compelling little prize (details to follow, but if approved, it's not one we've given away before)!

Bart Carroll

Bart Carroll is neither the result of genetic experimentation by some insane wizard, nor a nightmarish creature loathsome beyond description (though he has been called both); a medium natural humanoid, he joined Wizards of the Coast in the spring of 2004. Originally producing their licensed property websites (including *Star Wars* and G.I. Joe), he transitioned to the D&D website, where he's remained part of the D&D Insider Team. In this role, he generates website content in support of the 4th Edition line of products, the online magazines, and the gamer lifestyle—of which he is an extremely proud adherent.

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